COLLECTOR'S EDITION

PlayStation N64 Saturn Arcade Genesis Super NES

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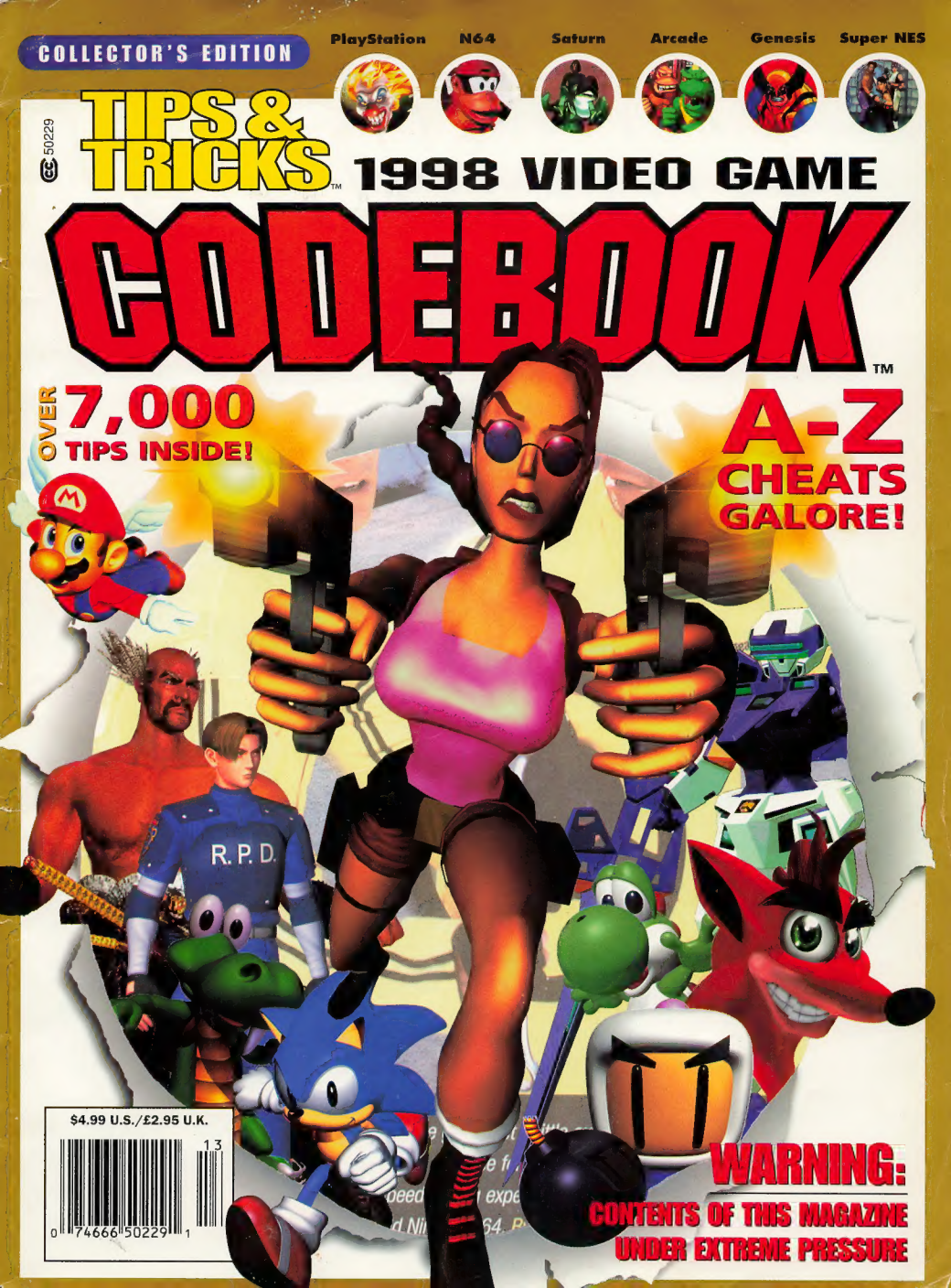

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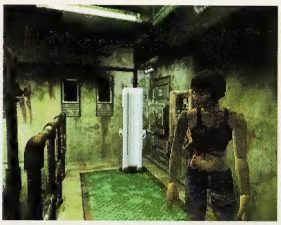
TIPS & TRICKS 1998 VIDEO GAME CODEBOOK

Welcome to the *Tips & Tricks 1998 Video-Game Codebook*. In case you haven't heard of us before, *Tips & Tricks* is a monthly magazine devoted entirely to video-game tips, tricks, cheat codes and strategy guides. Every issue is packed with literally thousands of codes for hundreds of games. Unfortunately, as our tip collection grows and certain game systems become extinct, we've been forced to cut out tons of older tips to make room for the new ones. As a result, every week we get letters from readers who have asked us to expand our coverage of game systems like the Genesis, Super NES or 3DO. But because new game releases for these systems has slowed down to a trickle or even stopped, we don't have a lot of new codes for them; we could throw in a few pages of older codes, but that means we'd have less room for the current consoles like Sony's PlayStation or the Nintendo 64.

Our solution to this dilemma is the special magazine you're holding in your hands. Within its pages you'll find every code we've ever discovered for a dozen game systems, dating back to the original 8-bit Nintendo Entertainment System; we cut out the strategy guides, reader mail and other funny stuff to make room for as many tips as possible! If you like what you see, write to us at *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 and let us know; if the response is good enough, this *Codebook* could become an annual event!

—The Editors

The secret of success is to know something nobody else knows.
—Aristotle Onassis 1906-1975



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PlayStation

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SPECIAL FEATURE: CONTROLLERS FOR CHEATERS

Many tips and secret codes depend on a solid controller to make sure you enter them correctly. If your controller has a mushy D-pad or buttons that don't always register when you push them, it's time to think about a replacement. The following controllers were singled out by the *Tips & Tricks* staff because they have special features (like auto-fire buttons or super-durable materials) that make them suitable for players who like to cheat...and if you're reading this magazine, that means you!

ASCII GRIP

The Grip is a specially-designed controller that allows you to play your favorite PlayStation titles with one hand, leaving you free to drink a soda or take notes with the other.

• ***Highs***—Great for shooters and RPGs. Feels like a remote control.

• ***Lows***—Not recommended for some genres. High learning curve.

BLAZE EXTREME

The Extreme controller takes the simple yet elegant design of the stock PlayStation pad and adds slow-motion and auto-fire functions . And get this: It also glows in the dark!

• ***Highs***—The cool glow-in-the-dark plastic is a nice aesthetic touch.

• ***Lows***—The Sony-style D-pad is just a bit too tight.

MAD CATZ ADVANCED CONTROL PAD

Mad Catz' experience in making controllers really shows in this new Nintendo 64 controller; it has rubber handgrips and the D-pad and analog stick both respond very well.

• ***Highs***—Solid construction; the rubber grips feel great.

• ***Lows***—The **Z** button makes a loud clicking sound.

NAMCO GUNCON

Namco's "most accurate gun ever" has a special connector that feeds the composite video signal from the PlayStation back into the controller port, compatible games can "read" this input for calibration

• ***Highs***—Feels great in your hand; hair-line precision.

• ***Lows***—A recoil feature would have made this one perfect.

VIRTUAL ON TWIN STICK

Sega produced this special Twin Stick controller to duplicate the arcade experience when playing the Saturn version of *Virtual On*; it is only available directly from Sega's mail-order division.

• ***Highs***—Duplicates the arcade feel; solid construction.

• ***Lows***—Not sold in stores; hard to find in North America.

PLAYSTATION TWIN STICK

Sony's analog dual flight stick is a gigantic control device that's great for fans of combat/flight simulators like *Ace Combat 2*; it's also a lot of fun to play *Robotron X* with this baby.

• ***Highs***—Solid sticks with good button placement.

• ***Lows***—It's almost TOO big! Not as ideal for mech games like *Armored Core*.

SATURN ANALOG PAD

Originally packaged with *NiGHTS*, Sega's analog pad for Saturn is a great buy for fans of compatible games; it's sleek, comfortable and pleasing to the eye, just like a sports car.

• ***Highs***—Feels much better than the standard Saturn controller; great analog pad.

• ***Lows***—A bit too bulky for players with smaller hands..

SONY ANALOG PAD

Sony's brand-new PlayStation controller one-ups Nintendo';s 64 controller with *two* analog pads, both of which can function as buttons if you press them down. This pad has it all

• ***Highs***—Larger than the standard PlayStation pad; analog pads feel smooth.

• ***Lows***—The "segmented" D-pad is still a pain.

SATURN ARCADE STICK

Released just after the Saturn first hit the shelves, Sega's own Arcade Stick is still one of the best Saturn controllers you can buy. It's heavy and sits comfortably in your lap or on a tabletop.

• ***Highs***—Button layout is perfect for fighting-games; auto-fire works well.

• ***Lows***—The button response is a bit stiff until you break them in.

MAD CATZ STEERING WHEEL

This recently improved steering wheel comes with stick-shift and accelerator/brake pedals. For PlayStation, Saturn or Nintendo 64; a Rumble Pak-compatible version of the latter is also available

• ***Highs***—Pedals feel like the real thing; built-in D-pad is a nice touch.

• ***Lows***—The stick is still a bit flimsy; some would prefer a tighter wheel.

NAMCO NEGCON

This analog controller set the standard for PlayStation racing games; it's compatible with tons of titles and still stands as one of the finest analog controllers for any system.

• ***Highs***—Control is perfect; the analog buttons really make a difference, too.

• ***Lows***—Resistance is loose; the **START** button is in an awkward position.

BLAZE HYPERDRIVE

This red-hot PlayStation pad (pun intended) has a steering device like an RC car controller; it also comes with three interchangeable thumb controls and auto-fire/slow-motion functions.

• ***Highs***—The steering wheel is unique and fun to use.

• ***Lows***—The thumb stick and pad feel a bit too stiff.

Fighters Destiny

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Fighters Destiny will take everything you have, and throw it right back at you.

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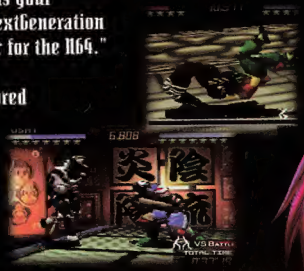

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PlayStation

Big Kid on the Block

This special blue PlayStation "Debugging" unit is compatible with both American and Japanese PlayStation games; it can also be used to play "unencrypted" gold discs, which are usually incomplete "alpha" or "beta" pressings of PlayStation titles that are still in development.

The sleek, black "Net Yaroze" PlayStation comes with development tools for hobbyists who wish to create their own PlayStation software. Some playable examples of "Net Yaroze" games have been included in past issues of *PlayStation Underground*, Sony's quarterly magazine on CD.

Back in the 16-bit days, Nintendo and Sony teamed up to produce a CD-ROM attachment for the Super NES. In exchange for its cooperation in designing and manufacturing the Super NES CD, Sony would be allowed to produce its own Super NES-compatible machine with CD drive built in, just as Nintendo allowed Sharp to market its own Famicom-compatible "Twin" machine with built-in disk drive. This would have been Sony's very first video-game system; it was called the Sony PlayStation.

At the last minute, Nintendo decided that it didn't need Sony; in fact, it eventually decided that the Super NES didn't need a CD! In the meantime, having had a taste of the video-game industry, Sony decided that it didn't need Nintendo to forge ahead and make the PlayStation an all-new 32-bit machine entirely of its own design. The result is one of the biggest success stories in the brief history of the video-game industry; in just three years, the PlayStation has built up a library of several hundred games, expanded the video-game playing demographic and just plain kicked butt.

Some older PlayStations "skip" when spooling full-motion video footage off the CD in certain games. This common problem appears to have been fixed in newer model PlayStations. You can tell the difference between older and newer machines by checking the location of the CD lens; the newer model has the lens on the right side of the spindle.

Like Nintendo in the mid-'80s, Sony appeared to be keenly aware of how secret codes and cheats could be used to draw players into the games and get them to continue playing. This was nowhere more apparent than in the early print advertisements for PlayStation product; if you looked at the ads closely enough, you could often find secret codes hidden in pictures or buried in tiny type at the bottom of the page. A similar technique was used in early PlayStation TV commercials; secret messages with cheat codes in them would flash on the screen briefly, almost subliminally. You'd have to videotape the commercials and watch them in slow-motion in order to be able to read the information.

One of the very first PlayStation titles, Namco's *Ridge Racer* is rumored to have been completed even before the PlayStation's official hardware specifications were finalized. The analog control capability of Namco's own NegCon controller (pictured) set the standards for all future PlayStation analog control devices.

The slick controller design is also noteworthy for changing the way we print game information; the color-coded square, triangle and circle symbols don't appear in any standard print typeface, so we had to devise a way to represent these buttons on the printed page.

Unfortunately, along with the technological advances in video-game hardware design come complications in the way some cheat codes and secrets are implemented. The rash of PlayStation-only magazines and strategy guide books has been accompanied by a rise in the number of bogus cheat codes that simply do not work. Like, if we had a dime for every book and magazine that has incorrectly described the "Play as Devil Kazuya" trick from the original *Tekken*, we'd be able to move the *Tips & Tricks* offices to Cabo San Lucas and retire before the turn of the century. In these pages you'll find accurate descriptions of the correct way to find Devil Kazuya and many, many other wonderful surprises; dig in!

While SNK's Neo•Geo was the first game system to use portable memory cards for saving game data, Sony took the idea a step further by allowing individual players to pop in their own separate cards; there's one memory card socket for each controller port, even on the four-player adapter.

This *Warhawk* advertisement shows how Sony's advertising agency used to sneak cheat codes into the least likely places. See the series of symbols imprinted on the wing of that plane? It just happens to be the password for "Powered-Up Weapons." Sneaky!

3D LEMMINGS

Stage Select

Choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press ×; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game.

Watch Movies

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords:

SPACEAAA—Space movie
EGYPTAAA—Egyptian movie
ARMYAAAA—Army movie
MAZEAAAA—Ending sequence

When you highlight "End" and press ×, the scene you selected will appear.

ADIDAS POWER SOCCER

Dream Team

At the player-select screen—the one that shows the formations at the top, just before the match starts—press **L2** + **R2** + □ + × simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a fast, super-powered team.

ADVANCED DUNGEONS & DRAGONS: IRON & BLOOD WARRIORS OF RAVENLOFT

Boss Codes

Enter any of the following codes at the character-select menu. If you've entered a code correctly, your cursor will appear on one of the four corners of the screen and the boss character's portrait will appear in the center. Note: The codes don't have to be entered extremely quickly, but if you're too slow they won't register, so try again.

The Minion of Chaos—Hold **L1** + **L2** + **R1** + **R2** + **Up** and press ×

The Lord of Chaos—Press **Up**, **Down**, then roll the D-pad from **Up** to the **Down/Left** position and press △ + × simultaneously. (The movement should look like this: ↑ ↓ ↑ ↖ ← ↙ △ + ×)

The Avatar of Order—Hold **Left** and press □, then press **Right** + ○ simultaneously

Count Strahd von Zarovich—Press **Up**, then roll the D-pad from **Right** to **Down**, then press **Left**, **R1**, **R2**, **L2**, **L1**

THE ADVENTURES OF LOMAX

Stage Select

During the game, hold **Down** on the D-pad and press **START** to pause. While paused, hold **Up** and press △, ○, ×, □. Two small numbers will appear on the left side of the screen. Press **START** to unpause, then hold **L1** and press **SELECT** repeatedly change the left number to the number of the stage you wish to go to. Once you've decided, hold **L1** and press **START** to warp there. To remove the numbers from the screen, just reenter the same code.

Stage Warp

With the numbers on the screen as described above, hold **L1** and press □ to make Lomax fly. Use the D-pad to move him anywhere in the current stage, even through obstacles. When you're ready to land, hold **L1** and press □ again.

AGILE WARRIOR F-111X

Invincibility

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, □.

Maximum Fuel and Armor

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ○.

All Weapons=999

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **R1**, **R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **L1**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**.

Toggle Minimum Speed

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ×. Now your minimum speed is zero; hold **L1** to hover.

Hidden Camera Angles

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Up**, **Down**, **Left**, **Right**. Enter this code repeatedly for new views.

Mission Complete

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, **Down**, **Down**, **Down**.

"Dancer" Cheat

If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×. Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.

Play Your Own CD

During the game, press the **OPEN** button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the **L** and **R** buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu.

AIR COMBAT

Secret Loading Screen

Hold the **R1** and ○ buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around.

Hidden Game

When the secret CD loading menu appears as described above, quickly press **Up**, **Left**, **Down**, **Right**. A tiny picture of a Fygar—the dragon character from Namco's classic *Dig Dug* arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the *Air Combat* bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the **L2** and **R2** (or **Left** and ○) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the **R1** button to toggle between three different control configurations. Get a score of 4.60 or higher and you'll get something...but we're not sure what.

999,999,000 Credits

At the special CD loading menu, quickly press **Down**, ○, △, △, △, ○, △, ○, △, then press ○+△ simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from *Dig Dug* appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,000 credits which you can use to buy any ship or wingman available.

Different-Colored Ships (1P Mode)

At the CD loading menu, press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**, **R1**—continue to hold the **R1** button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors.

Different-Colored Ships (2P Mode)

At the CD loading menu, quickly press **Left**, **Right**, **Left**, **Right**, **Down**, **Up**, **Down**, **Up**, ○, ○, △, △, △—continue to hold the △ button until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the fighters has an alternate-color version available, effectively doubling the number of vehicles to choose from.

Extra Wingmen

At the CD loading menu, hold the **R1** button and press **START** 10 times (continue to hold **START** after the tenth press.) This code is tougher to do than the others, but when you get it to work, you'll find more variety in your available wingmen.

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "G0LVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "G0LVL34".) Highlight "Accept" and press the × button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "G0LVL35", you'll see the video sequence from the end of the game.

Cheat Mode

Enter the password "1G0TP1NK8C1DB00TS0N", highlight "Accept" and press the × button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

ANDRETTI RACING

Secret Cars

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

Secret Options Menu

At the Pause menu, highlight "Race Statistics", hold the ○ button and press ×. You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and the speed of your opponents' cars.

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASSAULT RIGS

Access All Weapons

During the game, quickly press **Left**, **Right**, **Left**, **Left**, **Right**, **Left**, **Right**, **Right**, **Up**, **Down**, **Up**, **Up**, **Down**, **Up**, **Down**, **Down**. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo.

Invincibility

Also during the game, quickly press **Left**, ×, **Left**, ×, **Left**, **Left**, ×, **Right**, ×, **Right**, ×, ×. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

Level Codes

1. Welcome—○ ○ ○ ○ ○ ○
2. Next Gen—□ × □ × △ □
3. This Way—△ □ □ ○ ○ △
4. JoyJoy—△ □ △ △ ○ △
5. Noddy—□ △ △ △ × △
6. Wastelands—△ □ ○ ○ × □
7. Vertigo—× □ □ □ ○ △
8. Gem Tower—△ □ × □ △ △
9. Bridge—□ △ □ × △ ×
10. Obliterate—△ △ ○ □ × □
11. Arena—△ △ × △ ○ □
12. PBM—○ □ △ △ △ ○
13. Ramps—△ □ ○ × △ □
14. Oasis—△ △ × □ □ ×
15. Halls—○ × △ △ △ △
16. Coaster—○ □ ○ ○ ○ □
17. Mine—△ △ △ ○ △ □
18. Look-Up—□ ○ □ × □ △
19. Deadline—× × □ × △ ○
20. Fort—× □ × △ △ □
21. Stairway—△ □ △ □ △ △
22. Park A Lot—□ □ △ ○ □ △
23. ZamCam—○ × × × × △
24. Shootme—△ □ □ △ △ △
25. Wild—△ ○ △ △ ○ □
26. Oil Rig—□ ○ ○ × □ ×
27. Rightway—× ○ □ △ △ □
28. Waste2—□ ○ □ □ □ □
29. Dodge—△ □ ○ × ○ ○
30. Air—□ ○ × ○ × □
31. Jump—○ □ × △ ○ △
32. Room 101—△ □ × ○ □ ×
33. Firepower—× × △ × × □
34. Wave—× ○ □ ○ ○ □
35. Push Off—○ △ × △ × △
36. Perimeter—× △ △ × × □
37. Spiral—× △ △ × △ □
38. The Castle—□ △ □ △ □ ×
39. Fortress—□ × △ × × △
40. Lifts Ahoy—△ × △ ○ □ ×
41. Push Me—○ × △ ○ △ □

AUTO DESTRUCT

Cheat Menu

To access the Cheat Menu, pause during any mission, then press Up, Down, Left, Right, Down, Right, L1, R1, R1. The following options will then become available:

Extra Nitros

Press L1, ○, Down, L1, Up, □, ○, R1.

Extra Money

Press L1, R1, Up, ○, Down, □, Right, R1, L1.

Add 1 Minute To Time

Press Down, L1, L1, ○, ○, R1, Up, □, L1.

Invulnerability

Press L1, L1, L1, L1, Left, ○, ○, □, L1.

Infinite Fuel

Press L1, ○, Left, L1, ○, R1, L1, Up, R1, Down.

Car Tuneup Menu

Press L1, R1, L1, Up, Down, ○, Down, Right, Left, □, R1.

Make "New York Time Trial" Available

Press L1, Right, Down, Left, Up, R1.

BALLBLAZER CHAMPIONS

Special Passwords

Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords:

- Shrink the Rotofoil

× ○ × × ○ ×
× × × × × ×
× × △ △ × ×
□ × × × × □
× □ □ □ □ ×

- Upside-down playfield

× □ □ □ □ ×
□ × × × × □
× × △ △ × ×
× × × × × ×
× ○ × × ○ ×

- Must score in your own goal to win

× × × × □ ×
○ × × ○ × □
× △ × × × □
× × △ × × □
× × × × □ ×

- Play as the Master Blazer, Xarta

× ○ ○ ○ × □
○ × △ × ○ □
○ △ × △ ○ □
○ × △ × ○ □
× ○ ○ ○ × □

- Play "Classic *Ballblazer*"

□ □ × × × ×
□ □ □ □ × ×
□ □ □ □ □ □
× × □ □ × ×
□ □ □ □ □ □

BASES LOADED '96: DOUBLE HEADER

Automatic Home Runs

During the game, press **START** to pause, then grab Controller 2 and press △, □, ×, ○, ○, ○. You'll hear a piano sound. Next, press **L1** (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt. To disable this cheat, simply enter the code again; when you press **L1**, you'll hear the word, "Safe!"

Skip Innings

As above, press the **START** button to pause, then press △, □, ×, ○, ○, ○ on Controller 2. You'll hear a piano sound. Next, press the × button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen. Press × on Controller 2 to change the inning number, then press **START** to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

Computer Control

To give the computer control over your team, pause the game and press △, □, ×, ○, ○, ○ on Controller 2. After you hear the piano sound, press the **L2** button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.

BATMAN FOREVER: THE ARCADE GAME

Batman's Special Moves & Combos

Lunge Grab—→ → + Punch
Hop Kick—→ → + Kick
Uppercut—↓ ↘ → + Punch
Sliding Kick—↓ ↘ → + Kick
Roundhouse Kick—← → + Kick
Block—Hold Punch + Kick (Move D-pad to evade)
Taser Combo—With taser, Hop Kick, Hop Kick, Hop Kick (repeat)
Long Combo—Roundhouse Kick, Punch, Punch, Sliding Kick, Kick, Uppercut, Punch, (repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

Robin's Special Moves & Combos

Palm Strike—→ → + Punch
Flick-Flack—→ → + Kick
Flash Kick—↓ ↘ → + Kick
Reverse Flash Kick—← → + Kick
Jump Kick—Jump, Kick (no kidding)
Twist Kick—Jump, ↓ + Kick
Block—Hold Punch + Kick (move D-pad to evade)
Taser Combo—With taser, Flick-Flack, Flick-Flack,

Flick-Flack (repeat)
Long Combo—Flash Kick, Punch, Punch, Kick, Kick, Punch, Punch, Flash Kick (repeat Flash Kick until frenzy)

Tips & Secrets

• If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you.

• If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter.

• When the Monarch Bat makes its sweeping attack, press Punch + Kick to block; you won't take any damage. However, blocking will not protect you from the bat's fire attack.

• At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly.

BATTLE ARENA TOSHINDEN

Boss Codes

To play as Gaia:
Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press ↓↙←+□ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold **Up** on the D-pad and press any action button.

To play as Sho:
First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press →←→←+□ on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold **Down** on the D-pad and press any action button.

To choose the alternate-color version of Gaia or Sho, press **SELECT** before you hold the appropriate direction on the D-pad as described while choosing each character.

Easy Desperation Moves

Visit the option menu and configure your controller so that the **L** and **R** buttons are set up to trigger "Special 1", "Special 2", Special 3" and "Special 4"—setting A4 is a good example. Now you can trigger any character's desperation attack simply by pressing all four **L** and **R** buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"...unless you use the "Easy Special Attacks etc." code listed below.

Easy Super Moves

In addition to the desperation moves, each fighter in *Toshinden* also has up to three "Super" moves which are very difficult to execute, but can be used at any time during a match. Here's a list of the "Super" attacks, all shown as if your character is facing the right:

Eiji: ↑↓↑↓→←→←+△+○
Kayin: →↘↓←↙←→←+○+×
Sofia (1): →↘↓↘→←↓+△+×
Sofia (2): ↘↓↙↓↘←→↓+△+○
Rungo: ↗↑↖←↙→←↓+△+○
Fo (1): →↗↑↖←+□+○
Fo (2): →↘↓↘→←↓+△+×
Fo (3): ×□△○←→←→+△+○
Mondo: →↗↑↖←→↙↓+△+○
Duke: ↘↓↙↓↘↓←→+□+○
Ellis (1): →↗↑↖←+□+○
Ellis (2): ↘↓↙↓↘←→↓+△+○
Gaia: ↘↓↙↓↘←→↓+△+○
Sho: ↓→↗↑↖←↓+△+×

The "Super" moves can be more trouble than they're worth, since they're so difficult to pull off. To make things easier, try this: First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press ↙+× on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the **SELECT** button and pressing all four **L** and **R** buttons at exactly the same time.

Easy Special Attacks at Any Difficulty Setting

Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press →←→←+□ on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy".

Camera Controls

Go to the Options menu and choose any control type that has all four of the top buttons set to "NOT USE." Move down to the Camera Action setting; you'll find a new camera angle option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings labeled A5 through H5, with "Camera X" and "Camera Y" functions assigned to the **L** and **R** buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons function as follows:

L1: Rotate counter-clockwise
L2: Tilt backward
R1: Rotate clockwise
R2: Tilt forward

To access additional camera controls, press the **START** button on Controller 1 to pause the game. While the "Pause" menu is on the screen, hold all four action buttons (× + □ + △ + ○) and press **SELECT** once to make the pause menu disappear; press it again to remove the energy bars. (Note: You can use this trick at any time, even if you're not messing with the camera angles. To restore the "Pause" menu and energy bars, just pause the game, hold the four action buttons and press **SELECT** one more time.)

While the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions:

L1: Pan left
R1: Pan right
D-pad **Up**: Pan up
D-pad **Down**: Pan down
L2: Zoom in
R2: Zoom out

Pressing the **SELECT** button repeatedly on Controller 2 allows you to step through the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press **SELECT** on Controller 1 to toggle between the rotate/tilt camera controls and the pan/zoom controls.

BATTLE ARENA TOSHINDEN 2

Boss Code 1

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press **R1**, **L2**, ×, **L1**, **R2**, ○ before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Master and Uranus are now included in the random characters that appear. To choose them more easily, hold the **SELECT** button; this slows down the random-select feature.

Boss Code 2

With Boss Code 1 in place as described above, return to the title screen; while the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press ○, **R2**, **L1**, ×, **L2**, **R1** before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Vermilion and Sho are now included in the random characters that appear. To choose them more easily, hold the **SELECT** button; this slows down the random-select feature.

Camera Controls

At the Options menu, set all four of the top buttons to "NOT USED." Move down to the Camera Action setting; you'll find a new camera angle option called "Camera." With this setting, you can change camera angles almost exactly as described under the codes for the original *Battle Arena Toshinden* game; the only difference is that you can't pan left or right.

BLACK DAWN

Secret Deathmatch Mode

At the main title screen, hold **SELECT** + **R2** on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player *Combat* game, complete with "wraparound" screen.

Access All Levels

At the main title screen, hold **Left** + **L2** and press **SELECT**; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

Maximum Fuel & Ammo

Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, △, △, △, ○.

Acquire Wingman

Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, □, □, □, ○.

Maximum Weapons

Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, **L1**, **L2**, **R1**, **R2**.

Upgrade Gun

Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, **SELECT**, **SELECT**, **SELECT**.

Upgrade Current Weapon

Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, **L1**, **L1**, **R1**, **R1**.

Complete Current Mission

Press **START** to pause the game, then press **SELECT**, **L2**, **SELECT**, **R2**, △, △, △, **Down**, **Down**, **Down**.

Secret Video Scene

If you beat the game at the "Rockin" difficulty setting, you'll see a secret video scene with behind-the-scenes footage from Black Ops, the game's developer. You can find it easier if you set the difficulty to "Rockin", enter the "Access All Levels" code above, then go to Operation Hurricane and enter the "Complete Current Mission" code, also shown above.

BLAST CHAMBER

Infinite Lives

At the main menu, press □, **Left**, □, **Right**, ○, **Down**, ○, **Up**; you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode; when you die, your life count will not be decreased.

BLAZING DRAGONS

Password

Final Level—V ? U 5 M K 4 N 6 L U L O H W 5 C B

BLOOD OMEN: LEGACY OF KAIN

Refill Energy

At any time during the game—not while paused—enter any of the following codes as needed:

• Refill Energy—Press **Up**, **Right**, □, ○, **Up**, **Down**, **Right**, **Left**.

• View All FMV Scenes—Press **Left**, **Right**, □, ○, **Up**, **Down**, **Right**, **Left**. (Access the "Dark Diary" from the Options menu and you'll be able to watch all of the video scenes from the game.)

BOGEY DEAD 6

Secret Camera Angle

Choose your fighter at the plane select screen; then, when the "Now Loading..." message appears, press and hold **L1** + **L2** + **R1** + **R2**. When the game starts, press **SELECT** to cycle through the different camera angles; you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face.

Access All Fighters

At the Fighter Select screen, press **Left**, **Left**, **Right**, **Down**, **Up**, **Down**, **Right**, **SELECT**. You'll hear a shout and all of the fighters will become available for you to choose.

Access All Missions

At the Mission Select map in Mission mode, just press **Up**, **Down**, **Down**, **Right**, **Left**, **Down**, **Up**, △. You'll hear a shout and all of the missions will become available for you to choose.

BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS

Debug Mode

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Down**, **Up**, **Down**, **Up**, **Right**, **Down**, **Left**, **Down**, **Up**, **Down**. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the **R1** button; press **L1** to go back through the levels. Press **R2** during the game to access a debug menu that allows you to choose a starting stage or add lives for both players (press **R1** to return to the game.)

Secret Stages

As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Right**, **Left**, **Up**, **Down**, **Up**, **Down**, **Up**. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die.

BUST-A-MOVE 2: ARCADE EDITION

Extra Credits

Choose "Options" from the title screen; then, at the Options menu, press **Left**, **Right**, **R1**, **R2**, **L2**, **L1**, **Up**, **Down**. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the × button as quickly as you can. Pressing × four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on; the number of times you must press the × button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.

Another World

At the title screen—while the words "Press Start" are flashing—press **R1**, **Up**, **L2**, **Down**. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

Character Select

If you're sick of the green dinosaur Bub, try this trick. Start the game in Puzzle Game mode. When the map screen appears, press **Left**, **Left**, **Up**, **Down**, then press **L1+L2+R1+R2** simultaneously. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press any of the four action buttons to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUSTER BROS. COLLECTION

Super Buster Bros. Stage Select

Choose *Super Buster B.* from the main menu and select "Game Start." When the "Select Mode" screen appears, choose the number of players; then, at the next menu, highlight "Tour Mode," hold **Down** on the D-pad and press ×. A stage-select menu will appear.

Buster Buddies Stage Select

As above, choose *B. Buddies* from the main menu and select "Game Start." When the title screen appears, choose the number of players; then, at the "Select Game" menu, highlight "Normal," hold **Down** on the D-pad and press ×. A stage-select menu will appear after the player-select menu.

Buster Buddies Bonus Stages

Choose *B. Buddies* and select "Game Start." When the title screen appears, choose the number of players, then quickly hold × on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press × on Controller 1. After choosing your character(s), you'll access a top secret series of bonus stages.

CARNAGE HEART

Manual Control

During a battle, press the **SELECT** button to bring up the display menu, then press the **SELECT** button 11 more times. You'll see the last option on the menu change from "Camera" to "Action". Highlight this new option and press × to change the setting from "Automatic" to "Manual"; now you can control your OKE as follows:

Up, **Down**—Move forward, backward
Left, **Right**—Turn left, right

L1 + Left—Move left
L1 + Right—Move right
L1 + Up—Change altitude up
L1 + Down—Change altitude down
□—Grapple
△—Jump up
△ + D-pad—Jump forward, backward, left or right
×—Fire Main Weapon
○—Duck
R2 + △—Fire Sub Weapon
R2 + ×—Fire Sub Weapon twice
R2 + ○—Fire Sub Weapon three times
R2 + □—Fire Sub Weapon four times
If you're in battle with one or more allies and you use the L2 button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed L2 will revert to automatic control

CART WORLD SERIES

Cheat Codes

At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects
BANZAI—No collisions with other cars
EPILEPTI or SPACERID—Race on *Tron*-style tracks
FAT TIRE—Fat rear tires
PUSHBUTT—With this name in place, start the game in analog control mode, when you push in the left analog controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of your car; push in the right analog controller to activate the clutch.

CODENAME: TENKA

Access All Weapons

Press **START** at any time during the game to pause, then enter the following code at the pause menu: Hold **L1**, then press △, **R1**, △, □, **R1**, ○, □, □. Release **L1** and a new option called "All Weapons" will appear on the pause menu; choose it and you will be equipped with maximum firepower.

Stage Select

Press **START** at any time during the game to pause, then enter the following code at the pause menu: Hold **L2**, then press ○, ○, □, △, **R1**, □, △, ○. Release **L2** and a new option called "Level Warp" will appear on the pause menu; choose it and you will be able to warp to any stage

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left**, **Up**, ○, **Up**, **Down**, **Up**, **Right**, △. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats.
Quick Hands—**Left**, △, ○, ○, **Up**
Max. Power—△, **Down**, △, **Right**
Power-Up Goaltending—**Down**, **Down**, **Down**, **Up**, **Up**, **Up**
Power-Up Fire—**Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **Down**
Power-Up Turbo—**Down**, △, **Down**, **Down**, **Up**
Power-Up Offense—**Right**, **Up**, **Down**, **Down**, **Up**
Power-Up 3-Pointers—**Up**, **Up**, **Up**, △, △, △
Power-Up Dunks—**Down**, **Up**, **Down**, **Up**, **Down**, **Up**
Power-Up Push—**Up**, △, **Up**, ○, **Up**, **Up**
Push an opponent and both fall—**Up**, **Left**, **Left**
Push an opponent and only his teammate falls—**Down**, △, **Down**, △, **Down**, △
High Shots—**Up**, **Up**, **Up**, **Up**, **Up**, **Up**, **Down**
Speed-Up—**Right**, **Right**, **Right**, **Right**, **Right**, **Right**, **Left**
Whirlwind—**Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**

COLONY WARS

Cheat Passwords

Choose "Options" from the main menu, then select "Password" and enter eny of the following codes exactly as they appear
- Enter "Hestas*Retort" for infinite energy
- Enter "Commander*Jeffer" to access all levels.
- Enter "Tranquillex" to get super-cooled weapons.
- Enter "Memo*X33RTY" for infinite secondary weapons.

COMMAND & CONQUER

Japanese Mode

Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese.

Power-Up Codes

At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to unpause, you will have access to the feature you requested as follows:
Ion Cannon—**Right**, **Down**, **Left**, **Left**, **Down**, **Right**, **Right**, **Down**, **Left**, ×, □, △
Air Strike—**Right**, **Down**, **Left**, **Left**, **Down**, **Right**, **Right**, **Down**, **Left**, ×, □, ○
Extra $5,000—**Right**, **Down**, **Down**, **Left**, **L1**, **Left**, **Right**, **Down**, **Left**
Reveal Entire Map—○, ○, ○, **Up**, ○, □, **R1**, ○, ○, ○

Access Covert Operations

Choose "Enter Password" from the main menu and input the password "COVERTOPS". When you return to the main menu, you'll find a new option called "Covert Operations". The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

Passwords

GDI Level 5—A S 6 A 7 A N 1 D
GDI Level 6—O X 3 C 5 3 D 4 G
GDI Level 7—Y L X G J X L E 1
GDI Level 8—V 2 6 4 N Y U E 6
GDI Level 9—N X 7 Q G 3 4 8 E
GDI Level 10—O X B B A I R Y 4
GDI Level 11—B 9 J U O 3 8 E S
GDI Level 12—1 4 A K N X O B 0

CONTRA: LEGACY OF WAR

Cheat Codes

Each of the following codes works at the main menu with the title screen in the background
Infinite Continues—**L2**, **R2**, **L1**, **R1**, **Left**, **Right**, **Right**, **Left** (Your continues will still count down, but when you get past zero they'll go into negative numbers)
Access All Weapons—**L2**, **R2**, **L1**, **R1**, **Up**, **Down**, **Down**, **Up** (During the game, hold the Lie Down button and press the Weapon Select button to change weapons)
Stage Select—**L2**, **R1**, **L1**, **R2**, **Left**, **Right**, ○, □, **R2**, **L2**
Sound Test—**R2**, **R1**, **L1**, **L2**, **Up**, **Right**, **Down**, **Left** (Press **Up** or **Down** to change the sound number and press **START** to hear it)
Movie Test—**L2**, **L1**, **R1**, **R2**, **Up**, **Left**, **Down**, **Right** (Press **Up** or **Down** to change the movie and press **START** to watch it)
Hidden "Gyruss" Game—**L2**, **L1**, **Left**, **Right**, **R1**, **R2**
Hidden "Pac-Tank" Game—**R2**, **R1**, **Right**, **Left**, **L1**, **L2**

COOL BOARDERS

Funny Announcer

Choose "Options" from the main menu, then press the **SELECT** button 55 times at the Options screen (or 40 times if the word "Replay" is not highlighted), you'll hear a signal to confirm. Now the announcer's voice is high-pitched.

COURIER CRISIS

Secret Characters

Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEAPES" to play as a big monkey or "XFIFTYONEX" to play as an alien.
Passwords
Level 1—E F L C I F C G K J
Level 2—I F L C I F C C K I
Level 3—M F L C I F C O K J
Level 4—A F L C I F C K K J
Level 5—F H C L F I G C J L
Level 6—F L C L F I C C I L
Level 7—F P C L F I O C J L
Level 8—F D C L F I K C J L
Level 9—K F L C I F C G I I
Level 10—O F L C I F C C I I
Level 11—C F L C I F C O I J
Level 12—G F L C I F C K I J
Level 13—F F C L F I G C J J
Level 14—F J C L F I C C I J
Level 15—F N C L F I O C J J

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys collected
△ △ △ △ × □ △ △
△ △ □ × △ ○ △ △
△ ○ □ △ × × × ×

CRASH BANDICOOT 2: CORTEX STRIKES BACK

10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

CROC: LEGEND OF THE GOBBOS

Password

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected:
L L L L D R R L L D R D L U R

THE CROW: CITY OF ANGELS

Cheat Passwords

Choose "Continue" from the main menu and enter one of the following codes.
○ × △ × △ ○ △ ○ × □—Start at Ship stage with invincibility
× ○ △ ○ □ □ △ ○ × ○—Giraffe Mode
△ △ × □ ○ ○ □ × △ △—Stickman Mode
△ △ ○ ○ ○ ○ ○ ○ △ △—Watch All Video Scenes
□ × □ ○ △ △ ○ □ × □—Debug Mode

Stage Passwords

△ × △ △ ○ □ △ □ × ○—Pier
× × × × △ □ × × × ○—Ship
△ ○ △ ○ □ △ △ ○ × ○—Tomb
× △ × △ □ × × △ □ ○—Graveyard
△ △ △ △ ○ □ △ □ □ ○—Church
× △ × △ □ ○ ○ × □ ○—Day of the Dead
△ ○ △ ○ ○ △ × ○ □ ○—Second Coming Club
× × ○ × □ □ × △ △ ○—Judah's Tower
△ × × × ○ □ △ □ △ ○—Borderlands
× × × ○ □ □ × × △ ○—Finale

CRUSADER: NO REMORSE

Cheat Mode

Choose "Teleport to Mission" from the "Load Game" menu and enter the password "L 0 S R" (the second character is a zero.) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, hold **R1** and press ○ to refill your health and energy. This also gives you 2,000 extra credits, all of the items and all of the weapons with ammo.

"Mama's Boy" Passwords

Mission 5—T D 5 S
Mission 10—X 5 G Z
Mission 15—J F M 4
Secret "Realtime" Mission—L R T N

"Weekend Warrior" Passwords

Mission 5—V D 5 S
Mission 10—Z 5 G Z
Mission 15—K F M 4
Secret "Realtime" Mission—M R T N

"Loose Cannon" Passwords

Mission 5—W D 5 S
Mission 10—0 5 G Z
Mission 15—L F M 4
Secret "Realtime" Mission—N R T N

"No Remorse" Passwords

Mission 5—X D 5 S
Mission 10—1 5 G Z
Mission 15—M F M 4
Secret "Realtime" Mission—P R T N

DESCENT

Cheat Codes

Each of the following codes can be enteres at any time during gameplay—*not* while the game is paused. Some of the codes can be deactvated by entering the same code again
Turbo Mode—Press □, △, ○, □, ○, ×, □, ×, ○, △, □, ×
Shield Recharge—Press △, △, ×, □, △, ○, △, ×, □, ×, △, ×
Bright Display—Press □, △, ○, □, □, □, ×, ○, △, □, ○, ×, △
Invincibility—Press □, △, ○, □, □, △, ○, ○, □, △, □, ×
Access All Keys—Press □, ×, ○, △, ×, △, △, ×, △, ×, △, ×
Access All Weapons—Press △, □, ○, ×, △, □, ×, △, □, ×, ○, □

Stage Select/Extra Difficulty Levels

Enter the following code during gameplay (not while paused): △, □, □, △, ○, ○, □, □, △, ○, □, □. The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels.

DESCENT MAXIMUM

Cheat Codes

Enter the following codes during gameplay (not while paused)
All Weapons, Energy and Shields—□, △, ○, □, △, □, ×, □, ○, △, □, ×
All Keys—□, △, ×, △, ○, △, ×, △, ×, △, □, ×
Invincibility—△, ×, △, ○, ×, △, □, □, ×, △, ×, □, △
Cloak—×, △, ○, □, ○, △, □, ×, △, ×, △, ○
Full Shields—△, ×, ○, □, □, ×, ○, △, □, ×, ○,
Go Wingnut—△, □, ○, △, ×, □, △, ○, □, △, ×, ○
Turbo—△, □, ○, ×, □, ×, ○, □, △, ○, ×, ×
Extra Life—△, ×, □, ○, △, ×, □, ×, ○, ×, △, ○,
Robots Move Fast, but Fire Slow—△, ×, □, □, △, ○, □, ×, ○, □, △, ○
Colors—△, ×, ○, △, □, ○, ×, △, ×, △, ○, ×
More Colors—□, △, ○, □, △, □, ×, △, ×, △, ○, ×
All Keys and Open All Levels—△, □, ○, ×, △, □, △, ×, △, □, ×, ○
All Accessories—□, △, ○, ×, ×, △, □, ×, ○, □, ○, ×

DESTRUCTION DERBY

Hidden Photo

At the "piracy" warning screen at the beginning of the game, press and hold **L1** + **Left** + ○. After the Psygnosis owl appears, the Reflections logo will be replaced by a photo of the game's design team

Hidden Track

Choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "REFLECT!". Next, return to the main menu and choose any single-course mode except those under "Destruction Derby" (For example, "Wreckin' Racing/Race Practice".) Now choose a track; you'll find a new course called "Ruined Monastery".

Opponent Select

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course; after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track

Invincibility

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "!DAMAGE!". Next, return to the main menu and choose any game mode. Notice that your car will no longer take any damage; you're completely invincible

DESTRUCTION DERBY 2

Access All Tracks

Choose the "Championship" option in the "Wreckin' Racing" or "Stock Car" mode and enter your name as "MACSrPOO" (that's a small "r") Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Practice") Now choose a track; you'll find that you can access the Black Sail Valley, Liberty City and SCA Ultimate Destruction Speedway courses even if you haven't unlocked Divisions 1, 2 or 3

See the Credits

As above, choose a "Championship" mode and enter your name as "ToNyPaRk" (Make sure that only the "T", "N", "P" and "R" are capitalized.) You'll get to see the ending credits from the game. If you enter the name "CREDITZ!" instead, you'll see an alternate credit sequence with caricatures of the game's creators.

DIE HARD TRILOGY

Die Hard Cheats

Each of the following codes works in the "Die Hard" portion of the game:
Invincibility—Press **START** to pause, then hold the **R2** button and press **Left**, **Right**, **Up**, **Down**,
Stick-Man Mode—Press **START** to pause, then hold the **R2** button and press △ ten times, then **Right** four times
Silly Mode—Press **START** to pause, then hold the **R2** button and press **Down**, ○, ○, **Down**, △, **Down**

Die Harder Cheats

Each of the following codes works in the "Die

Harder" portion of the game
Invincibility—Press **START** to pause, then hold the **R2** button and press **Down**, △, **Right**, □. Your health will go down, but you won't die when it's gone
Fergus Mode—Press **START** to pause, then hold the **R2** button and press ○, **Down**, **Down**, □, ×, . Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that deve oped the game.
Die Hard With a Vengeance Cheats
Each of the following codes works in the "Die Hard With a Vengeance" portion of the game.
Big Cars—Press **START** to pause, then hold the **R2** button and press **Left**, **Right**, **Down**
Chase View—Press **START** to pause, then hold the **R2** button and press **Down**, ○, **Down**, ○. This adds a new camera angle to the available options

DOOM

Cheat Codes
Each of the following cheats must be entered while the game is paused:
Map Al Lines On: △, △, **L2**, **R2**, **L2**, **R2**, **R1**, □
Map All Things On: △, △, **L2**, **R2**, **L2**, **R2**, **R1**, ○
Lots of Goodies!: ×, △, **L1**, **Up**, **Down**, **R2**, **Left**, **Left**
All Powerful Mode On (Invincibility): **Down**, **L2**, , **R1**, **Right**, **L1**, **Left**, ○
X-Ray Vision: **L1**, **R2**, **L2**, **R1**, **Right**, △, ×, **Right**
Level Warp: **Right**, **Left**, **R2**, **R1**, △, **L1**, ○, × (press **Left** or **Right** to change the stage number.)

DYNASTY WARRIORS

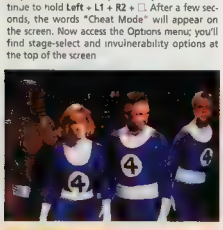
Secret Character: Sun Shang Xiang
At the main menu—the one that says "1P Battle, Versus," etc.—press **Left**, **Left**, **Up**, **Down**, △, □, **L1**, **R1**; you'll hear a sword to confirm the code. Now start the game; you'll find Sun Shang Xiang when the cursor moves off the edge of the screen at the character-select menu. Note: To choose this character in the "Versus," "Team Battle" or any other game mode with the "shortcut" character-select screen, just press any **L** or **R** button when the character select screen appears and Sun Shang Xiang will appear on the row of faces

FANTASTIC FOUR

Cheat Mode
At the Options menu, press **Down** until the "Training" option is highlighted. Next, press **L1** + **L2** + **R1** + **R2** at the exact same instant. If you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press **L1** + **L2** + **R1** + **R2** during gameplay to access a stage-select menu. Use **Up** or **Down** and use the △ and × buttons to choose a stage, then press **START** to warp there

FIGHTING FORCE

Cheat Mode
At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold **Left** + **L1** + **R2** + □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen



FINAL DOOM

Cheat Codes
All of the cheat codes listed above for *Doom* will work with *Final Doom*

FORMULA 1

Cheat Codes
Each of the following codes can be entered at the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a code correctly.
Gibberish Mode—Hold **SELECT** and press **Left**, ○, **Up**, **Down**, **Down**, **Right**, ○, □, □
Buggy Mode—Hold **SELECT** and press **Right**, **Up**, △, **Left**, **Up**, □, △
Bike Mode—Hold **SELECT** and press **Down**, **Up**, ○, △, **Right**, **Up**, □, △
Lava Mode—Hold **SELECT** and press □, ○, **Up**, **Right**, **Right**, ○, ×
Spanish Commentary—Hold **SELECT** and press △, ○, **Right**, ○, △, ○, **Right**, ○
German Commentary—Hold **SELECT** and press **Down**, **Up**, **Left**, **Left**, □, ○, ×
Bonus Track—Hold **SELECT** and press **Left**, ○, ○, △, △, ○, **Up**, **Right**. With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track.

FORMULA 1 CHAMPIONSHIP EDITION

Secret Codes
To enter any of the following tricks, select Grand Prix mode, choose "Driver Select" and use the "Edit Driver" option to change the name of any driver to one of the following names:
BILLY BONUS—With this name in place, access the "Circuit Select" menu and you'll find four bonus tracks to choose from: Adia, Edialeda, Sunob and the top-secret "Sixties" circuit.
BLOOMIN ARD—Makes the game harder.
BOX CHATTER—Enter this name and you'll see Muppet-like representations of the game's announcers on the screen as they talk.
CATS DOGS—Enter this name, then open the "Game Mode" option and change the "Weather" option to "Rainy". When the race starts, you'll see frogs falling from the sky instead of rain.
LITTLE WEELS—Actually, entering this as your name will give your vehicle *gigantic* wheels.
PI MAN—With this name in place, you'll be playing in *WipeOut* mode as a hovercraft
SWAP SHOP—Entering this name will change some of the game's sounds; check out the collision sound effects!
TOO EASY—Makes the game easier.
VIRTUALLY VIRTUAL—Entering this name will change the graphic elements to flat-shaded polygons, which makes the game resemble Sega's *Virtua Racing*.
ZOOM LENS—Enter this name to access an overhead helicopter-style camera angle.
Championship Warp
To warp ahead in Championship mode, access the "Edit Driver" option as above and simply change the first letter of Jean Alesi's name to "N", "O", "P" or "Q". Now enter Championship Mode; you'll start at Round 16.

FROGGER

Stage Select
During gameplay, press **START** to pause, then press **Right**, □, △, □, △, **R1**, **L1**, **R1**, **L1**, ○. When you return to the "Select Level" screen, all of the stages will be unlocked.
Infinite Lives
During gameplay, press **START** to pause, then press **Right**, □, △, □, △, ×.

G-POLICE

Infinite Shields
At the "Mission Brief" screen, hold **L1** + **R2** + □ and press **Left** on the D-pad.
Unlimited Ammo
At the weapon select screen, hold **R1** + **L2** + ○ and press **Left** on the D-pad.

GOAL STORM

Easter Island Heads
When the words "Press Start" appear on the title screen, quickly press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, □, ○. You'll hear the crowd cheer to confirm the code. When the game starts, you'll see that all of the players on your team have giant Easter Island heads of stone. Note: If both Player 1 and Player 2 enter the code at the title screen, then both teams will get the funky heads
Invisible Players
At the title screen, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, △, △. You'll hear the crowd roar to confirm the code. Now when you start the game, press **SELECT** to change the camera angle. You'll find that—in addition to the standard three camera angles—there is a new camera setting that takes you slightly closer to the action. When you play with this new camera angle, only one or two players will be visible on the field. The rest of the players are still there, however

GRID RUNNER

"All Flags" Mode
Choose "Start Game" from the main menu, then choose "Restore Game" and access the "Enter Password" screen. Enter the password ↓ △ → × → ↑ → ○ × ↓ and press **START** to return. Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual designated number.
"Free-For-All" Mode
Access the "Enter Password" screen as described above, enter the password ↑ △ × → ↑ △ ○ ↓ → ↓ and press **START** to return. Now start the game and you'll find that neither player is "it" and you can both capture flags at any time
Grid Racer Mode
Access the "Enter Password" screen as described above, enter the password × △ → , → ↑ ↓ △ → ↓ and press **START** to return. Now choose "Two Player Start" from the current menu. At the two-player world select screen, you'll find three new worlds called "Grid Racer—Round 1" through "Round 3". Choose one of these worlds and you'll be playing as race cars; cross the finish line on each lap to capture a flag

GUNSHIP

Invincibility
Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press **L1** + **L2** + **R2** + **R2** buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains

IN THE HUNT

Stage Select
At the title screen menu, highlight "Start", hold the D-pad in the **Up**/**Left** position, hold **SELECT** and press the ○ button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout game
Infinite Continues
When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the △ and **SELECT** buttons and press **START**. You'll get five additional continues. Repeat this code whenever you run out of credits.

INDEPENDENCE DAY

Cheat Mode
Choose "Options" from the main menu, then select "Player Name" and enter your name as "GREG FM" (be sure to enter a space between the second "G" and the "F".) Now return to the main menu (the one that says "Single Player/Multiplayer/Options") and press **Left**, **Right**, , ○, △, △, **Down**. A "Cheater" menu will appear with 12 different cheat options that you can use as follows
- City—Use this to warp to any stage
- Plane—Choose any craft; "BAC" is the alien spaceship
- Invincible—Turn this option on and you'll take no damage.
- Kill Civil—You can lock on to non-enemy objects and blow them up.
- Kill Wing—You can lock on to your wingmen and shoot them down
- Damage Bonus—You can kill enemies with just one missile
- Tourist—Turn this option on to remove all aliens
- Weapons—Turning this option on will give you infinite missiles
- Fast Reload—This allows you to fire missiles more quickly.
- Demo Cam—You can't play the game with this option turned on, but you can use the D-pad and buttons to explore each stage at your own pace.
- No Time—Turn this option on to disable the timer

INTERNATIONAL TRACK & FIELD

Secret Surprises
- In the Long Jump or Triple Jump, if all three digits of your jump distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a mole will appear from the ground.
- In the Shot Put, if all three digits of your throw distance are the same (e.g. 1.11 meters, 2.22 meters, etc.) a dinosaur will appear behind the crowd
- In the Hammer Throw, if the number before the decimal point in your throw distance matches the number after the decimal (e.g. 101 meters, 21.21 meters, etc.) a balloon will appear from the crowd.
- In the Discus Throw, if the number before the decimal point in your throw distance matches the number after the decimal (e.g. 1.01 meters, 21.21 meters, etc.) a flock of pigeons will appear in the sky.
- In the Javelin Throw, if you throw with maximum power at an angle of over 60 degrees, you'll hit a U.F.O., which will fall into the stadium
- In the High Jump, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a blimp will appear during your third jump
- In the Pole Vault, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a space shuttle will appear during your third jump.
Skimpier Swimsuits
At the Game Select menu, highlight "100m Free Style" and press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, ○, ×. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis

JET MOTO

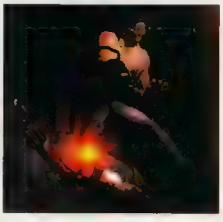
Cheat Codes
Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press **START**. At the title screen, press ○, ○, ○, □, △, △, . You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects.
2 Player vs. CPU—○, , **R2**, ○, △, **L2**, **Right**, **Up**
Double Stunt Points—**Right**, **Up**, ○, **L2**, △, ○, **R1**, **R2**
Unlimited Turbos—△, ○, **Right**, **R2**, **Up**, , **Up**, △
Rocket Racer—△, **Up**, **Up**, **L2**, **L2**, **Up**, **Up**, **Up**
Multiple Camera Angles—△, **Down**, , △, **L1**, **L1**, **R1**, **R1**
No Resistance—, **L1**, △, **Right**, **L1**, **Down**, **R2**, △
Super Ability—**Down**, ○, **Left**, **L1**, **Left**, **Right**, **Left**, **Right**
Air Brakes—**R1**, **R2**, **Right**, **L2**, **Up**, ○, **Up**, ○
Ice Racing—**Up**, **R2**, **R1**, **Right**, **L1**, , **Right**, **Right**
Access All Tracks
At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**; when the yellow highlight appears on the menu at the bottom of the title screen, press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**. Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again, when the main menu reappears, press **Up**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes, there's also a fourth difficulty setting called "Master" at the Options menu

JUMPING FLASH!

Stage Select
At the *Jumping Flash* title screen, press **Up**, **Up**, **Down**, **Down**, ×, ×, **Left**, **Right**, **Left**, **Right**, ×, △, ×, △. The color of the text box will change from blue to reddish if you've entered the code properly. Now start the game, when the World Map appears, press **Right** repeatedly to skip to different stages

K-1 THE ARENA FIGHTERS

Secret Character
Choose "Team Battle" from the main menu, then—when the character-select screen appears—press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **START**. You'll hear the crowd cheer and Mastar Ishu will appear as a selectable character on the right side of the screen
Infinite Stamina
At the title screen, wait for the words "Push Start" to begin flashing, then quickly press press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **SELECT**. You should hear a small explosion to confirm the code; if you don't hear it, keep trying. Once the code is in place, start a match in any game mode and you'll find that your stamina will never go down—but neither will your opponents'
Strength Adjust
During a match, press **START** to pause, then press **L2**, **R1**, **L1**, **R1**, **L2**, **R1** while paused. A number "5" will appear above each fighter's name. This number represents your fighter's attack power; press **Up** or **Down** to change it to any number from 1 (weak) to 9 (very powerful.) Use Controller 2 to change your opponent's attack power.
Alternate Costumes
At the title screen, hold **L1** + **R1** and listen carefully until you hear three chimes followed by a higher-pitched chime. Now three of the game's fighters have different costumes: Musashi and Andy Hug have martial arts Gi outfits and Sam Greco has long pants.
See the Ending
Turn the PlayStation on with the *K-1* disc inside and hold **L1** + **L2** + △ + ○ + **Enter** on both controllers while the game loads. Continue to hold



all of the buttons down until the demo begins, instead of the normal introduction, you'll see the video from the game's ending, complete with credits.

THE KING OF FIGHTERS '95

Boss Code

Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the **START** button and press **Up** + ○, then **Right** + △, then **Left** + ✕, then **Down** + △. The boss characters Omega Rugal and Saishu Kusanagi will appear on the menu as playable fighters.

Duplicate Characters

Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the **START** button and press **Down** + △, then **Left** + ✕, then **Right** + □, then **Up** + ○. Now you can select your favorite character more than once when choosing the members of your team; you can even make a team that consists of the same character three times.

KRAZY IVAN

Stage Select

At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game. Next, press **Right**, but before the Japan mission information appears, press ✕ + **Down/Left** on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

LOADED

Cheat Codes

At any time during the game, press the **START** button to pause. When the pause menu appears, hold the L1 and L2 buttons for approximately ten seconds, this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the L1 and L2 buttons a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add cheat options to the pause menu:

AMMO **Down, Right,** ○, **Left, Right,** ○. Select this option to boost your ammo.

HEALTH: **Right, Right, Left, Down, Down, Up,** △, ○. Use this opt on to refi l your energy meter

POWER **Right, Down, Right,** △. This option will power-up your weapon.

LIVES. **Left, Down, Right,** △, □, ✕, ○. This option gives you one extra life each time you press the button

SMART: **R1, R2,** ✕, △, □, ○, **R1, R2,** ○, ○, . . Get one extra smart bomb each time you press the button with this option high lighted.

SKIP LEVEL. ✕, **R1,** △, **R1,** □, ○, **R2, R2,** ✕, □, △, ✕. Use this option to skip the current level and start on the next stage.

THE LOST WORLD: JURASSIC PARK

Cheat Passwords (All DNA, 99 Lives)

Compy—✕ ✕ △ △ □ ✕ □ ✕ ○ □ △

Human Hunter— □ △ ○ ✕ □ □ □ □ ✕ ○ △

Raptor—✕ ✕ ○ △ □ ✕ □ □ □ △ ○

T-Rex—✕ ✕ ○ △ □ □ ✕ △ □ △

Human Prey—□ □ △ ○ ✕ ○ □ □ △ ✕ ○ △

Gallery Passwords

Compy—□ □ △ ○ ✕ ○ △ ○ △ △ ✕ ✕

Hunter—✕ ✕ ○ △ . △ △ △ ✕ ○ □ ○

Raptor—△ □ △ ○ ✕ ○ △ ○ ✕ △ ✕ △

T-Rex—△ △ □ ✕ ○ □ ○ ✕ ✕ □ △

Prey—△ △ □ ✕ ○ □ △ ✕ □ ○ ○

Stage Select

Access the password screen and enter the following password: . . ✕, ○, △, △, ✕, □, ○, △, ○, ✕,

You'll hear a beep as if you've entered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time, you'll access a top-secret stage select menu that allows you to start at any sub-stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu.

MACHINE HEAD

Infinite Energy

At the main menu, press ○, **L1, L1, L1,** ○, **L1,** ○, ○, **L1,** ○, ○, ○, **L1, L1, L1, L1, L1,** ○, ○, **L1.**

Infinite Ammunition

At the main menu, press ○, ○, ○, ○, **L1,** ○, **L1, L1,** ○, **L1, L1,** ○, **L1,** ○, **L1, L1, L1, L1.**

Level Select

At the main menu, press **L1,** ○, **L1, L1, L1,** ○, ○, ○, ○, **L1, L1,** ○, ○, **L1, L1,** ○, **L1,** ○, ○, ○, ○. With that code in place, press the **R1** button repeatedly to choose your starting stage; the stage names will appear on the screen. If you skip too far ahead, use **R2** to go back through the list

MADDEN NFL 97

Secret Teams

Choose "Exhibition" and select your teams. After the controller setup screen, the User Records screen will appear. Register your name as "TIBURON" and press ✕, then press ○ button three times to return to the Team Select screen, where you'll find eight powerful hidden teams, including an "All-Time All-Madden" team and AFC and NFC Pro Bowl teams

Cinematics Menu

Turn the PlayStation on and hold the **L1** or **R1** button while the game loads. After the copyright screen, you'll get a secret "Cinematics" menu that lets you see any of the rendered cinema scenes from the game

MADDEN NFL 98

Secret Teams

Choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new teams will appear at the game setup menu:

PAC ATTACK—All '60s team

STEELCURTAIN—All '70s team

GOLD RUSH—All '80s team

COACH—All-Time All-Madden team

LEADERS—All-Time Stats Leaders team

GRRS HEROES—EA Sports team

LOIN CLOTH—Tiburon Entertainment team

ALOHA—NFC All-Pro team

LUAU—AFC All-Pro team

Secret Stadiums

As above, choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new stadiums will appear at the game setup menu:

SNAKE—Oakland Alameda County Coliseum, Oakland, California

DANDAMAN—Joe Robbie Stadium, Miami, Florida

DAWGPOUND—Municipal Stadium, Cleveland, Ohio

JETSONS—Astrodome, Houston, Texas

SHARKSFIN—Tiburon Sports Complex, Longwood, Florida

OLDDC—RFK Stadium, Washington, D.C.

BIG SOMBRERO—Tampa Stadium, Tampa Bay, Florida

GHOST TOWN—"Old West" Stadium, Irving, Texas

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

- For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**
- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

- Dr. Doom—Press **Down, Down,** then press and continue to hold ✕, then ○, then **R1** (you should still be holding ✕ and ○ when you press **R1**)
- Thanos—Press **Up, Up,** then press and continue to hold **L1**, then △, then ↑ (you should still be holding **L1** and △ when you press ↑)

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen.

- Dr. Doom—Press **Down, Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold ✕, then ○, then **R1** (you should still be holding **Down** + ✕ + ○ when you press **R1**)
- Thanos—Press **Up, Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **L1**, then △, then □ (you should still be holding **Up** + **L1** + △ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MECHWARRIOR 2

Cheat Passwords

Choose the "Password" option from the main menu and enter any of the following codes for different effects

Access All Missions—T < X / A X < =

Extra Weapon Variants—T # X / A X < < <

Slow Heat Build-Up—# X X / A 4 > Y +

Access "Elemental" Mech Chassis—T / X / A 2 < # *

Access "Tarantula" Mech Chassis—# / X / A 4 < L Y

"Cruise Control" Throttle—# A X / O / A 4 Y Y A

Invincibility—# # X / O / A > < U Z

Infinite Ammunition—T O X / O / A X > T U

Use Any Mech—# 0 X / O / A > > O /

Jump Jets for All Mechs—# Y X / O / A > Y O L

MEGA MAN 8 ANNIVERSARY COLLECTOR'S EDITION

Boss Tips

- To defeat Grenade Man, use the Thunder Claw.
- To defeat Frost Man, use the Flash Bomb
- To defeat Tengu Man, use the Ice Wave.
- To defeat Clown Man, use the Tornado Hold
- To defeat Aqua Man, use the Astro Crush.
- To defeat Sword Man, use the Water Balloon.
- To defeat Search Man, use the Flame Sword.
- To defeat Astro Man, use the Homing Sniper.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the ○ button twice, press **Left** six times, then hold **L1** + **R2** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R1** button, press **Right** six times, release **R1**, hold ○ and press **START**. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MICRO MACHINES V3

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again.

Low camera angle—**Left, Right,** □, ○, **Left, Right,** . ○

Slow down computer cars—○, △, . , ✕, ○, △, □, ✕

Super speed—✕, ○, □, △, ✕, ✕, ✕

Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**

Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—**Up, Down, Down,** . , ○, △, △, ✕. With the Debug code in place, the following options become available:

- Press . . + ○ + △ + ✕ to make all of the vehicles on the track explode
- Hold **SELECT** and move the D-pad to tilt or rotate the camera angle
- Hold **SELECT** and press **L2** or **R2** to zoom in or out
- Hold **SELECT** and press . . to have the computer control your car
- Hold **SELECT** and press ✕ to end the race with you in first place!

"Name" Cheats

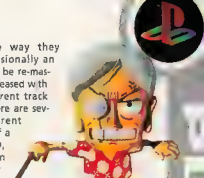
When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name

- Enter the name "CATLIVES" to start with nine lives instead of three
- Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond.

MONSTER RANCHER

Secret Monsters

There are over 40 special monster types hidden in *Monster Rancher* that can only be found by using ONE specific CD in the Shrine. The following list tells you the names of some of the CDs you can use to get these special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to work with *Monster Rancher* the way they should. Occasionally an audio CD will be re-mastered or re-released with slightly different track listings; if there are several different "pressings" of a particular CD, it may happen that your copy of the CD in question will not be recognized by the game and will not give you the monster you're expecting. Also, some monster types are so rare that you will not be allowed to leave the shrine with them unless you have "committee permission" from FIMBA. If you get a message like this one, you must continue to play the game until you improve your grade as a breeder.



Homagenic by Bjork—"Geisha"

Horses by Patti Smith—"Gallop"

The Abbey Load E.P. by Red Hot Chili Peppers—"Bikini"

Forrest Gump (Disc 1) Original Movie Soundtrack—"Smiley"

Bridges to Babylon by The Rolling Stones—"Gray Wolf"

Something About the Way You Look Tonight by Elton John—"Angel"

The Ultimate Collection by Jackson 5—"Bunny"

Like a Virgin by Madonna—"Platinum"

1984 by Van Halen—"Eve"

Beach Boys Concert by The Beach Boys—"Stripe"

Paris, Texas Original Movie Soundtrack—"Sam"

Monster by R.E.M.—"Apocalips"

The Best of Earth, Wind & Fire, Vol I by Earth, Wind & Fire—"Planet"

Love Deluxe by Sade—"Looker"

Middle of Nowhere by Hanson—"Sleeves"

Christmas with the Chipmunks by The Chipmunks—"Santa"

also: *Merry Christmas* by Mariah Carey—"Santa"

Metal Health by Quiet Riot—"Gamer"

Greatest by Kiss—"Kuma"

Nevermind by Nirvana—"Karaoke"

Demo disc from *Next Generation* magazine, December 1997—"Milky Way"

Demo disc from *Ultra Game Players* magazine, December 1997—"Two Tone"

On Air (Disc 1) by Alan Parsons—"Sky"

The Fat of the Land by Prodigy—"Naga"

Destiny by Gloria Estefan—"Cari"

The Best of the Village People by The Village People—"Anguish"

Bringing Down the Horse by The Wallflowers—"Neon"

Spawn: The Album Original Movie Soundtrack—"Zombie"

Combat Rock by The Clash—"Tank"

Kerplunk by Green Day—"Bonsai"

Kick by INXS—"Gooaall!"

Grand Prix by Teenage Fanclub—"Radial"

No Way Out by Puff Daddy & the Family—"Jerod"

Mellow Gold by Beck—"Magnet"

Major League 2 by Original Movie Soundtrack—"Player"

History of the Grateful Dead, Vol. 1 by The Grateful Dead—"Teddy"

Floored by Sugar Ray—"Jaques"

Greatest Hits, Volume 3 by Billy Joel—"Shades"

Spice by Spice Girls—"Cutey"

Live at the Apollo by James Brown—"Hot Foot"

Salsa No Tiene Frontera by Orquesta de la Luz—"Mage"

Damned Damned Damned by The Damned—"Doodle"

Yourself or Someone Like You by Matchbox 20—"Sketch"

Truth and Soul by Fishbone—"Beamer"
Men in Black: The Album Origina Movie Soundtrack—"Disrupt"

Tecmo's Deception (PlayStation game) by Tecmo—"Ardebaren"

More Secrets

• The average monster will not live long enough for you to take it from the "E" ranking all the way up to "S" rank. There is a special food item in the game which will automatically increase your monster's lifespan by one year; otherwise, you should try not to push your monster too hard if it is tired, sick or injured. If your monster lives to be 10 years old, you will be rewarded with a special birthday song!

• Some special monster types can be created by combining two monsters in the Lab with the right item. For example, if your monster goes out exploring with Karn and finds a Magic Banana, take it to the Lab and use it when you combine two very lazy monsters; both should have a "style" rating of "Spoil." The result will be a rare Ape monster style.

• If you continue to play the game for many "years" of game time, new items will appear for sale in the item shop which will allow you to create rare monsters by using them when you combine monsters at the Lab.

• When your monster dies and you go to the shrine to create a new monster, there is a 1-in-16 chance that the new monster will be imbued with the spirit of the monster who died. A monster who is "possessed" in this way will not live long, but if you take it to the Lab and combine it with another monster, you may be rewarded with a rare "Ghost" monster type.

• To earn the rare "Doodle" monster type, breed a monster of the "Monolith" type until its "Fame" level rises above 80. Once you're there, allow the monster to lose battles until its Fame drops below 65; if this happens, the monster will become vandalized and change into the "Scribble" type. Combine the "Scribble" monster with another monster in the lab to get the "Doodle" type

• To earn the extremely rare "Disc" monster, you must freeze a monster of the "Gooaal!" type and another of the "Radial" type and combine them in the Lab.

MORTAL KOMBAT 3

Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, △ six times, ✕ six times and ○ nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes

Secret Cheat Mode

During the opening demo, quickly press ✕, ○, △, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities

Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round. If you're having trouble remembering this code, here's a simpler version: During the opening demo, press ✕, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT MYTHOLOGIES: SUB ZERO

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

• Enter "G T T B H R" for infinite lives

• Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory

• Enter "C R V D T S" to see the credits from the end of the game

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

Combos

3 Hits—High Punch, High Punch, Low Punch

5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Stage Passwords

Wind Stage—T H W M S B

Earth Stage—C N S Z D G

Prison Stage—R G T K C S

Water Stage—Z U R K D M

Fire Stage—J Y P P H D

Bridge of Immortality—Q F T L W N

Qhan Chi's Fortress—Z C H R R Y

MORTAL KOMBAT TRILOGY

Stage Select

At the character select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run + Block + High Punch + High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1 + L2 + R1 + R2 + Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows.

• Fatality 1—Press △ when "Finish Him/Her" appears

• Fatality 2—Press ○ when "Finish Him/Her" appears

• Animality—Press **L2** when "Finish Him/Her" appears

• Friendship—Press **R1** when "Finish Him/Her" appears

• Brutality—Press ✕ when "Finish Him/Her" appears

MOTOR TOON GRAND PRIX

Extra Options

At the main menu, highlight "Options", hold **L1 + L2 + R1 + R2** and press ✕. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

NAMCO MUSEUM VOLUME 2

Mappy Stage Skip

Load the game *Mappy* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW3" box and press ✕ to turn it "on." Now start the game; you can skip stages at any time by holding **L1 + R1** and pressing the ✕ button

Super Pac-Man Stage Skip

Load the game *Super Pac-Man* and press the △ button to access the dipswitch screen. Highlight switch #6 in the "SW3" box and press ✕ to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold **L1 + R1 + ○** and press **START**. The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat the process for each stage to skip to any level.

Gaplus Stage Select

Load the game *Gaplus* and press the △ button to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press ✕ to turn it "on." Now start the game. When the words "Parsec 1" appear on the screen, hold **L1 + R1 + ○** and press **START**; a stage-select number will appear at the left side of the screen. Press **Up** or **Down** to change the number of the stage you'd like to warp to, then press **START** to begin at the stage you chose.

Dragon Buster Stage Skip

Load the game *Dragon Buster* and press the △ button to access the dipswitch screen. Highlight switch #5 in the "SW2" box and press ✕ to turn it "on." Now start the game. When the map screen appears, hold **L1 + R1 + ○** and advance Clovis to either of the first two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2. You can continue to advance to higher rounds as long as you hold **L1 + R1 + ○**; when you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally

NAMCO MUSEUM VOLUME 3

Pole Position II Secret Courses

Load the game *Pole Position II* and press the △ button to access the options window. Highlight "Test" and press ✕; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press ✕, then press **Up** to turn on switch #1 in the left box. Now press △ twice and choose "Game" with the ✕ button. When the game loads, press △ to open the options window again. You'll find a new option called "Course"; highlight it and press ✕ to turn it on (you'll hear a chime.) Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has *no turns* at all. This code remains in effect until you shut the power off or return to the *main Museum* menu.

Galaxian Turbo Mode

Load the game *Galaxian*. When the demo sequence begins, press the **SELECT** button exactly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the **SELECT** button one more time and hold it down while pressing **START**. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main *Museum* menu.

Galaxian Hard Mode

Play the game *Galaxian* until you clear Round 9. After you've done this, press the △ button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank". This allows you to change the game from "Normal" to "Hard" mode.

Galaxian Psychedelic Mode

Play the game *Galaxian* until you have a high score of 30,000 points or more. Once you've done this, press the △ button during the demo sequence to access the options window. Highlight "Test" and press ✕; then, when the test screen appears, press △ to open the test screen options window. Highlight "Dip Sw" and press ✕, then highlight switch #6 and press **Up** to turn it on. (You can't change this switch unless your *Galaxian* high score is over 30,000.) Now start the game and you'll be playing in Psychidelic Mode, in which all moving objects leave trails of colored lights on the screen.

The Tower of Druaga Secret Area

While walking around inside the museum, hold the **L1** and **R1** buttons and press **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**, **Left**. A pickaxe icon will appear in the lower left corner of the screen. Now enter the *Tower of Druaga* wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll see a 3-D animated sequence from *Druaga* and find another *Druaga* machine to play.

NAMCO MUSEUM VOLUME 4

Secret Video Scene

Turn on the PlayStation and hold **L1 + R1** on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on *Genpei Tourmaden* (a.k.a *The Genji and the Heike Clans*).

Secret Pac-Land Scene

Enter the Pac-Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press ✕ to chase him away, then press ✕ at each of the following locations to earn a special ability:

• Find the ghost behind the left side of the wall.

• Find the ghost on top of the wall (press △ to look up).

• Find the ghost talking to the fairy.

• Find the power pellet (press △ to look up at the tops of the trees).

• Give the pellet to Pac-Man.

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press ✕ to jump.

Secret Game

Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold **L1 + R1 + △** and press **Up** on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press ✕, she will turn on the secret game in that room; it's an *Assault Plus* machine

The Genji and the Heike Clans Stage Select

Load the game *The Genji and the Heike Clans* and press the △ button to access the options window. Highlight "Test" and press ✕; then, when the test screen appears, press △ to open the test screen options window. Highlight "DipSw" and press ✕, press **Right** twelve times, then press **Up** to turn on switch #5 in the right box. Press ✕ to confirm, then highlight "Game" and press the ✕ button. Start the game; after Andaba tells you that "you shall have the protection of the priest Shokoku," a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press ○ to warp there.

NANOTEK WARRIOR

Cheat Codes

Press **START** to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

• Refill Shield—**SELECT**, ○, **Right**, **Up**, **Up**, **L1**, **L1**, ✕

• Warp Speed Boost—○, ↓, ○, ↓, △, △, ✕

• Stop Ship—△, **Left**, △, **Right**, △, **Up**, △, **START** (with this code in place, you can stop your vehicle's forward progress at any time by holding the △ button)

• First-Person Viewpoint—△, ○, ↑, ⌐, △, △, **SELECT**, **START**

• Randomize Level Curves—○, **SELECT**, **Left**, ↓, ⌐, **Down**, **Up**, ✕

Passwords

Level 2— ✕ ✕ ✕ ↑ ↑ △ △

Level 3—✕ ○ ✕ ✕ ✕ ↑ ↑ △

Bonus Level 1—○ ✕ ✕ ✕ ✕ △

Level 4—△ ✕ ⌐ ✕ ↑ ⌐ △ ✕ ○

Level 5—○ ✕ ✕ ✕ ✕ △ △ ✕

Level 6—✕ ✕ △ ✕ ○

Bonus Level 2— ✕ △ △

Level 7—✕ ✕ ✕ △ △ ○ △

Level 8— ✕ ✕ ↑ ✕ ○ ✕ △ ○

Level 1 with upgraded NanoTek ship—✕ ✕ ○ ✕ △ ✕

NBA IN THE ZONE 2

Secret Teams

At the title screen, highlight "Game Start", press and hold **L1 + R2 + SELECT**, then press and hold **START**. Continue to hold all four buttons down until the next menu appears. Now choose Exhibition Mode and go to the Team Select screen; you'll find two new All-Star teams.

NBA JAM EXTREME

Cheat Passwords

Answer "Yes" at the "Keep Records?" screen, then enter one of the following codes at the "Enter Initials" menu. (Note: The left arrow represents a backspace.)

• Start at Game 1 of the playoffs—Enter P, L, ◆, ◆, A, Y, ◆, ◆, O, F, ◆, ◆, F, S, ◆, ◆, then enter any initials and date.

• Start at Game 4 of the playoffs—Enter C, H, ◆, ◆, E, E, ◆, ◆, S, Y, ◆, ◆, then enter any initials and date.

• Start at Game 1 of the finals—Enter F, I, ◆, ◆, N, A, ◆, ◆, L, S, ◆, ◆, then enter any initials and date.

• Start at Game 5 of the finals—Enter N, O, ◆, ◆, V, I, ◆, ◆, C, E, ◆, ◆, then enter any initials and date.

* Play the Shootout after the next game (even if you lose)—Enter S, H, ◆, ◆, O, O, ◆, ◆, T, O, ◆, ◆, U, T, ◆, ◆, then enter any initials and date.

Team Select/Vs Screen Codes

• Display Shot Percentage Indicator—After choosing your players, hold Shoot + Extreme (default = **R2** in the default control set-up) until the "Tonight's Game" screen appears.

• Invisible Crowd—After choosing your players, hold Up + Pass + Extreme (default = Up + △ + **R2**) until the "Tonight's Game" screen appears.

• Unlimited Turbo—At the "Tonight's Game" screen, hold Turbo (default = **R1**) and press **Up**, **Down**, **Up**, **Down**

• Invisible Turbo Meters—At the "Tonight's Game" screen, hold Turbo + Extreme (default = R1 + R2) and press Up, Down, Up, Down.

Tip-Off Codes

Each of the following codes must be entered just before the tip-off; start pressing the buttons as soon as the last pop-up information window disappears and the players are in position on the court. You must finish entering the code before the referee throws up the ball. A message will appear above your turbo meter to confirm the code if you've entered it properly.

• CPU Assistance Off—Press Extreme, Turbo, Pass, Pass (R2, R1, △, △ in the default control set-up)

• Beach Ball Mode—Press Pass, Pass, Turbo, Extreme, Turbo, Pass, Pass (default = △, △, R1, R2, R1, △, △)

• Soccer Ball Mode—Press Pass twice, Turbo twice, Extreme three times (default = △ twice, R1 twice, R2 three times)

• Max. Rebound Mode—Press Pass, Pass, Extreme, Turbo, Extreme, Turbo (default = △, △, R2, R1, R2, R1)

• Quick Hands Mode—Press Pass three times, Turbo three times, Extreme three times, Pass three times (default = △ three times, R1 three times, R2 three times, △ three times)

• Rainbow Mode—Press Turbo five times, Pass twice, Turbo six times (default = R1 five times, △ twice, R1 six times)

• Max. 3-Point Mode—Press Pass eight times, Extreme, Pass seven times (default = △ eight times, R2, △ seven times)

• Max. Power Push—Press Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice (default = R1, R1, △, △, R1, R1, △, △, R1, R1, △, △, R1, R1, △, △)

• Max. Speed Mode—Press Extreme ten times, Pass three times (default = R2 ten times, △ three times)

• Deadeye Mode—Press Turbo five times, Pass, Extreme, Turbo six times (default = R1 five times, △, R2, R1 six times)

• Goaltend Mode—Press Extreme eight times, Pass, Extreme nine times (default = R2 eight times, △, R2 nine times)

Secret Teams

When the "Keep Record?" prompt appears, select "Yes" and enter your initials as "J B P" with the date May 17. When the team-select menu appears, you'll find that 17 secret teams have been added to the available list, including all-star line-ups, rookie teams and even a "celebrity" squad featuring Newt Gingrich.

Tiny Players

At the "Big Head?" prompt, press Up, Down, Left, Left, Down, Up, then choose "Yes."

Big Feet

At the "Big Head?" prompt, highlight "Yes" or "No" and hold Left on the D-pad while you make your selection; your player will have giant feet.

Random Select

At the team-select screen, hold Up and press Turbo (R1) to choose a random team. Once your team has been chosen, you can hold Up and press Turbo again to choose two players at random

Stealth Select

At the team-select screen, hold Down and press Turbo (R1). Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked. If you just want to hide your players' stats from your opponent, hold Left and press Extreme (R2), the stats will disappear.

NBA JAM T.E

Secret Characters

To access a secret character, hold the L1 and R1 buttons and enter the initials and birthdates as follows:

Bill Clinton—BIL Jun 3
Hilary Clinton—HIL Nov 6
Prince Charles—CHA May 4
Heavy D—HEA Jan 9
Jazzy Jeff—JAZ Oct 9
Fresh Prince—FRS Feb 2
Frank Thomas—FNK Jan 8
Larry Bird—LAR Jan 15
Benny the Bull—BEN Sep 20
Charlotte Hornet—HOR Jan 12
Minnesota Timberwolf—WOR Mar 7
Phoenix Suns Gorilla—APE Apr 2
Adrock—ADR Apr 6
MCA—MCA Apr 9
Mike D—M_D Jul 1
Mozer—MOZ Jun 8
Gordon—GOR Jul 3
Renaldo—REN Feb 4
Shelley—SHY Jun 8
Blaze—BLZ Jan 14
Turmell—TJR Jan 31
DiVita—DIV Ju. 3
Goskie—GOS Jan 6
Rivett—REV Ju. 6
Carlton—CAL Mar 25
Liptak--LIP Jan 14
Magic Harr—STH Dec 8
Kirby—GHR Dec 18
Moon--JAY Aug 24
Falcus--JAS Nov 16
Snake—SNK Jun 15
Hill—ZIG Apr 7
Catling—CAT Jan 2
Hutchinson—BAR Apr 9
Falcus—DAZ Aug 6
Hodgson—HOG Dec 31
Tunnicliff—SAT May 7
Whitaker—JAX Mar 1
Muskett—MUS Dec 24
McHugh—BAA Jul 19
Higgins—TOM Feb 19
Gray—ROB Feb 23
Feinstein—DAN Jan 2
Burgess—LIZ Aug 7
Gunter -GUN Jan 11
Rosen- -SAW Apr 10
Warat—WAN Jun 10
Chaudhr- -CHD May 5
Gow—GOW Jun 17
Thienvanich—THI Nov 1
Kuby—KUB Apr 14
DeLucia—DEF Oct 19
Samulski—AIR Jan 21

Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the SELECT button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra players as you toggle through the line-ups with the SELECT button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.

Power-Up Codes

Just like all the other versions of *NBA JAM*, the PlayStation *Tournament Edition* offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

Display Shot Percentage: ↑ ↑ ↓ ↓ △
Power-up Dunks: ← → ○ □ ×
Power-up Defense: → ↑ ↓ → ↓ ↑
Power-up 3-Pointers: ↑ ↓ ← → ← ↓ ↑
Power-up Fire: ↓ → → □ △ ←
Quick Hands: ← → ← → →
Max Power: → → ← → × ×
High Shots: ↑ ↓ ↑ ↓ → ↑ ○ ○ ○ ○ ↓
Push one opponent and both fall: ↑ ↑ ↑ ↑ ← ← ← ← ○ ○
Push one opponent and only his teammate falls: ↑ ↑ ↑ ↑ ← ← ← ← ○ △
Baby Mode: ○ ↑ □ ↑ □
Huge Mode: △ × △ × △ × △ × △ × △ × △ ×
Big Head: △ ↑ × ○ △ □ × ○
Mammoth Head: ○ × □ △ ○ × □ △ ○ × _ ↑ △ ○ × □ △

NBA LIVE 97

Secret Menu

At the Game Setup screen, press L1, ×, ×, L1, ×, R1, ×, _, R1, ○, then point the D-pad diagonally Up/Right and hold it along with the △ and buttons for about five seconds. Now set up a game and press START, when the "I Love This Game" loading screen appears, point the D-pad diagonally Up/Right again and hold it along with L1, R1, △, ×, □ and ○. A top-secret menu will appear that allows you to perform the following tricks

• Press START to activate Outdoor Court (SELECT to cancel.)

• Press L1 or L2 to change the height of your player, from 18 inches to 12 feet. (You can only change the rest of the team if you're playing with a multitap.)

• Press Up or Down to toggle "Chameleon Mode" for your player.

Once you've activated any of the tricks, press △ + × to start the game.

NBA LIVE 98

Cheat Mode

At the "Game Setup" screen, move the controller icon under the team you wish to play as and press Up or Down until you see the words "Start New." Press ×, then enter the word "Secrets" (only the first "S" should be capitalized). A new option called "Secrets" will appear; press ○ to access it. Now you can enter any of the following cheat passwords; each code opens up a new option at the Secrets menu which can then be turned on or off. (The "Hallowe'en Team" option has several different settings; check 'em out!) These new options can also be saved to the memory card.

Aqua court—Enter "Seaweed"
Chameleon Team (Home)—Enter "Lizard"
Chameleon Team (Away)—Enter "Reptile"
Hallowe'en Team (Home)—Enter "Scary"
Hallowe'en Team (Away)—Enter "Freaky"
Player Cloaking Home (selected player is invisible)—Enter "Cloak home"
Player Cloaking Away (selected player is invisible)—Enter "Cloak away"
Create Player (with) Eyepatch—Enter "Eyepatch"
Create Player (with) Monocle—Enter "Monocle"
Create Player (with) EA Toque—Enter "Toque"

NBA SHOOT OUT

All-Star Weekend

Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press R1, L1, R1, L1, R2, L2, R2, L2. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press R1, R1, R2, R2, L1, L2, L1, L2 at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select

Sneak Peek

If you want to get a better look at the cheerleaders who appear during halftime, just hold the L1, L2, R1 and R2 buttons. The distracting game statistics will disappear.

NCAA FOOTBALL GAMEBREAKER

Easter Egg Codes

At the main GameBreaker menu—the one that says "Exhibition/Roster/Options" etc.—press L1, R1, L2, R2. A secret "Easter Egg" menu will appear. Choose "Add Entry" and press ×, then use the ○ button to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly as shown, including the capital letters:

Amazons—Cheerleaders are bigger
Big Arm—Quarterback can throw farther
Big Foot—Punter and Kicker can kick farther
Big GB—Players designated as GameBreakers are bigger
Blizzard—Blizzard weather
Blocking Down—Weaker offensive line
Blocking Up—Stronger offensive line
Bronze—Bronze-colored players
Cannon—Quarterback can throw quicker
Circus Flip—Players flip very high when hit
Copper—Copper colored players
Flash—Extra "speed burst" power
Fumbles—More fumbles
Giants—Bigger players
Gold—Gold-colored players
Hands—Better receiving ability
Healthy—Start with no injuries
Hurricane—Hurricane weather
Interceptions—More interceptions
Jukes—Better juke moves
Little Arm—Quarterback can't throw as far
Little Foot—Punter and Kicker can't kick as far
Midgets—Smaller players
Phantoms—Players are all shadows
Platinum—Platinum-colored players
Rock Em—Hit harder
Silver—Silver-colored players
Slow CPU—Computer opponents are slower
Swim Down—Players can't swim as well
Swim Up—Players can swim better
Tackles—Better tackling ability
Tiny GB—Players designated as GameBreakers are smaller
Tornado—Very windy weather
White Knights—White-colored players
EMU All-Stars—Eastern Michigan All-Star team
Mich All Stars—Michigan All-Star team
Neb All Stars—Nebraska All-Star team
ND All Stars—Notre Dame All-Star team
OSU All Stars—Ohio State All-Star team
USC All Stars—Southern California All-Star team

NCAA GAMEBREAKER 98

Easter Egg Codes

At the main menu, highlight "mem card" and press Down; a secret "Easter Egg" option will appear. At the Easter Egg menu, enter any of the passwords shown below for different effects. The codes must be entered exactly as shown; including the capital letters:

SC—Play in all games in Simulator mode
BOOST—Gives season team a boost in Simulator mode
BEAT DOWN—Gives season team a 99 rating in all attributes
JUMP—Allows you to change teams during a season
GIMME—Activates over 30 secret teams, including the *GameBreaker 98* All-Stars
BUILDER—Gives a player high attributes in the "Create Walk-On" option
CREDITS—Show credits

THE NEED FOR SPEED

Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press START. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

"Rally" Tracks

With the cheat password in place, highlight any track and hold the L1 and R1 buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold L1+R1 while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold L1+R1; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat

Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment Race" (or lap-select) box. Hold L1+R1 and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

Machine Gun Horn

Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold L1, ○, □ and diagonally Up/Left on the D-pad until the race starts. You can now blow everything out of your way by pressing Up to honk the horn. The noise it produces will sound like a machine gun.

NEED FOR SPEED II

Extra Camera Angles

When the "Loading..." screen appears before a race—with the course map on the screen—press and hold L1 + R2 + △ + ○. Do not release the buttons until your car appears on the track. Now press the △ button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four.

Cheat Passwords

Enter any of the following passwords from the options menu to activate different features

Access Ford Indigo car—L I L Z I P
Access Monolithic Studios track—S H O T M E
Upgrade all cars to Pioneer engines—P O W R U P

Secret Vehicles

Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked:

Army Truck—A R M Y M E
Volkswagon Beetle—B E E T M E
BMW—B M W M E
Mercedes-Benz—B N Z M E
Volkswagon Bug—B U G M E
School Bus—B U S M E
Citroen—C I T M E
Shipping Crate—C R A T M E
Pick-up Truck—J E P M E
Landcruser—L C M E
Stretch Limousine—L I M O M E
Log—L O G M E
Mazda Miata—M A Z M E
Outhouse—O U T H M E
Luxury Sedan—Q U A T M E
Semi Truck—S E M I M E
Army Truck II—S N O W M E
Newsstand—S T D A M E
Covered Newsstand—S T D B M E
Souvenir Stand—S T D C M E

Monolithic Studios Tram—TRAMME
Tyrannosaurus Rex—TREXME
Van—VANME
Volvo Station Wagon—VOVME
Covered Wagon—WAGOME
Jeep Wrangler—YJME
To give Player 2 a secret vehicle, just change the last letters of any of these codes from "M E" to "U". For example, if you want to play in two-player mode with two army trucks, enter the password "ARMYME", then enter the password "ARMYU", then start the game.

NEED FOR SPEED V-RALLY

Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press **Up, Down**, then immediately hold the △ button and press ○. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship mode. As soon as you see the words "LOCK OFF," if you release the △ and ○ buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears:

- Hold L1 and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode
- Hold L2 and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode
- Press **Left**, then press and continue to hold **R2**, the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong
- Press **Left**, then **Right**; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code

NFL GAMEDAY

Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the **SELECT** button to access the memory card screen. Press **SELECT** again to enter a password (Note that all of the following codes use capital letters.) After all of the letters are in, press **SELECT**; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background

OFFENSE—Gives you a high-powered offense
DEFENSE—Gives you a high-powered defense
JUICE—Gives you a more powerful "speed burst" from the ✕ button when running
STICKUM—Just like Freddy Biletnikoff, you'll be able to catch passes easier ...and hang on to them when you get hit
BIG BOYS—Makes the linemen look bigger
CANNON ARM—Lets your quarterback throw farther
STEROIDS—Players fly farther when hit
CRUNCH.TIME—Injuries happen more frequently
PICK.CITY—Interceptions are easier
SKELETON—Lets you play with two secret skeleton teams

In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:

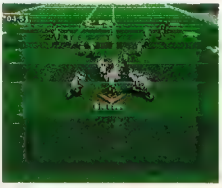
MAYHEM
JRNOTRDE
EGGCODE13
EGGCODE14
EGGCODE15

NFL GAMEDAY '97

Easter Egg Codes

At the Preseason or Season menu—where it says "Start Game/Roster/Options" etc.—press **L1, R1, L2, R2**. A secret "Easter Egg" menu will appear. Choose "Add Entry" and press ✕, then use the ○ button to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly as shown; including the spaces:

ASSASSIN—Increased injuries
ATOMIC BOMB—Hard hits cause explosions
BAZOOKA—Gives the quarterback a stronger arm
BIG GIRLS—Cheerleaders are bigger
BIG STARS—Star players are bigger
BLASTERS—Receivers are more likely to drop passes when hit
BLIND REF—No "pass interference" or "personal foul" calls
BLIZZARD—Choosing "Snow" conditions causes a blizzard
BO KNOWS—Speed bursts are more powerful
BRITTLE—Players are more likely to be injured
BROADWAY JOE—Makes the quarterback slower but more accurate
BUSY REF—More frequent penalties
BUTKAS—Tough, high-hitting defense
CREDITS—See the game's credits
CRUNCHY—Noises are louder
DARK NIGHT—No lights during a night game
DEFENSE—Defense is improved
DEMPSEY—Placekickers have longer field goal range
DERVISH—Spin moves are more effective
DOC—Less frequent injuries
ELECTRIC FB—Players vibrate like the old Tudor Electric Football games
EQUALIZER—All players skills are nearly equal
FLEA CIRCUS—Tiny, squeaky players
FRIDGE—Extra-wide players



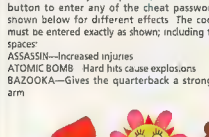
FROG—Players can jump higher
GB SPEED—Increased game speed
GB CHALLENGE—Extra difficulty
GENIUS—Smarter computer opponent
GLOVES—Receivers have better hands
GOLIATH—Giant players
HANG TIME—Punts have better hang time
HATCHET—Stiff-arm is more effective
HOGS—Better offensive line
HOME COOKING—Home team gets no "Pass Interference" or "Personal Foul" calls
ICE SKATES—Slippery field
IDIOT—Computer opponent is dumber
INFAMOUS POP UPS—Receivers lose the ball more easily
JUGGLER—Receivers juggle the ball
JUICE—Speed bursts are quicker
KARATE—Stiff-arm, forearm and swim moves are improved
KRAIG—More frequent fumbles
LONG JUMP—Players can dive farther
LOUD MOUTH—Announcer is extra loud
MANDARICH—Weak offensive line
NO TIME—No game clock
NYSE—Better swim moves
OFFENSE—Improved offense
OUCH—Hard hits flip players high
PANCAKE—Blocks don't hang players up
PINBALL—Players bounce off each other easier
PISTON—Stiff-arm is more powerful
REJECTION—Defense can jump higher
SAYERS—Defenders dive from farther away
SCRAMBLER—Quarterback can avoid sacks better
SHOUT—Crowd is louder
SLO MO—Decreased game speed
SQUALL—Choosing "Rain" conditions causes harder rain
STEROIDS—Players recover from special moves quicker
STRETCH—More one-handed catches
TEMPEST—Choosing "Rain" conditions causes darkness
TIGHT COVER—Better coverage of receivers
TOAST—Sloppy coverage of receivers
TORRETA—Quarterback throws lob passes
TWISTER—Choosing "Wind" conditions causes extra strong wind

NFL GAMEDAY '98

Easter Eggs Passwords

Go to the options menu and select "Easter Eggs". Choose "Add Entry" and press ✕, then use the ○ button to enter the passwords below for the desired effect. The codes must be entered exactly as shown; including the spaces

BIG FOOT—The kicker's legs are stronger
BLIND REF—Less penalty calls
BUSY REF—More penalty calls
CRED.TS—View credits
EQUAL TEAMS—Both teams have the same stats
FIRE DRILL—Players are faster
FLEA CIRCUS—Players are tiny



GD CHALLENGE—Increased difficulty
GLOVES—Receivers have better hands
HORSEMEN—Players have no heads
HUMONGOUS—Giant players with monstrous voices
JUICE—Speed bursts are better
LEECH—Defensive backs have better coverage
LOOK MA—Players have no hands
LOUD MOUTH—Commentator is louder
MCMAHON—All players are Jim McMahon?
NYSE—Swim moves are better
QUIET CROWD—Crowd noise is softer
STRETCH—Receivers stretch out more for catches
THIN AIR—Ball travels higher when kicked
TOAST—Burning defensive backs is easier
VIRTUAL POLYGONS—Players are flat
WATERY AI—Computer opponent's intelligence is reduced

NFL QUARTERBACK CLUB '97

Cheat Codes

At the main menu, choose "Play", then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different cheats and tricks in effect:

Landmine Mode—L1, L1, L1, R1, L1, L1
Fumbles—L1, L1, L1, L2, L1, L1
No Fumbles—L1, L1, L1, R2, L1, L1
Constant Turbo—L1, L1, △, △, L1, △
Crappy Team—L1, L1, △, R2, L1, △
Big Players—L1, L1, R1, △, L1, R1
Small Players—L1, L1, R1, R1, L1, R1
Shadow Players—L1, L1, R1, L2, L1, R1
Long Range (allows 100-yard throws and kicks)—L1, L1, R1, R2, L1, R1
Super Slow Motion—L1, L1, L2, R1, L1, L2
Super Fast Game—L1, L1, L2, L2, L1, L2
Super Team—L1, L1, R2, △, L1, R2
Super Slippery—L1, L1, R2, R1, L1, R2
Short, Fat Players—L1, △, R1, △, L1, R1
Tall, Skinny Players—L1, △, R1, R1, L1, R1
Eight Downs per Series—L1, △, L2, △, L1, L2
Activate A.I Possible In-Game Cheats—L1, L1, R2, R2, L1, R2

Secret Teams

At the team select menu, press **L2**, △, **R2, R2, L2, R2**. This code adds over 100 secret teams to the available choices

NHL 98

Secret Codes

Choose "Options" from the main menu, then use the "Password" option to enter any of the following cheat codes:

BIGBIG—Big players
BRAINY—Big Heads
NHLKIDS—Small players
STANLEY—See the Stanley Cup video sequence

NHL OPEN ICE

Secret Character

Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ ○ △ □ ↓. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level

NUCLEAR STRIKE

Stage Passwords

Level 1: Delta—JUNGLEWAR
Level 2: Island—CUTHROATS
Level 3: Peace 1—COUNTDOWN
Level 4: Peace 2—PLUTONIUM
Level 5: DMZ—PUSAN
Level 6: Fortress—ARMAGEDDON
Bonus Level: Lightning—LIGHTNING

OGRE BATTLE

Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu

PARAPPA THE RAPPER

Rapping Tips

- If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3: While holding the △ button, press and release the ○ button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the △ ("Kick") button more than once. This trick also doubles your speed; instead of getting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool!" for lots of extra words and bonus points.
- One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the ✕ button. If you hold **Left** on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold **Right** on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release **Right**, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick; not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

PEAK PERFORMANCE

Secret Vehicles

At the Garage Select menu, enter the following code

1) Highlight "Garage A", hold the **L1** button and press ○.
2) Highlight "Garage B", hold the **L1** button and press ○.
3) Highlight "Garage C", hold **L1** + **R1** and press ○.

If you did it correctly, you'll be sent back to the previous menu. Now choose "Car Select" again and you'll find a new garage called "Special". Inside are a bus, a truck, a McLaren F1 and a scooter. You'll also find three new cars in Garage D

Custom Cars

At the Garage Select menu, you can change certain cars by holding the ○ button as follows:

- Highlight "Garage A", hold ○ and press ✕; now Car-A03, a convertible, has its top down.
- Highlight "Garage B", hold ○ and press ✕; now Car-B04 has streamlined headlights and six new colors to choose from.
- Highlight "Garage C", hold ○ and press ✕; now Car-C06 has a sunroof.

Just for fun, while in any garage you can turn a car's blinkers on if you hold **L1** and press **R1**

PERFECT WEAPON

Passwords

Garden Moon—○ ✕ ✕ △ ○ ○ ✕ △
Forest Moon—○ △ □ □ □ △ △
Desert Moon—○ ✕ ✕ ✕ △ ○ △ △
Prote.us Moon—✕ ✕ □ ✕ □ □ △ ○

PERSONA

Extra Character

To add the character named Chris to your party, follow these steps:

1) Talk to the teacher in the room north of the entrance/exit. The teacher will talk about a student going in and out of a sealed classroom on the 2nd floor.
2) Check out the room on the 2nd floor.
3) Talk to the student in Classrm 2-1 (the one talking to Mark.)
4) Go to the casino in Joy Street Mall and talk to Mark and his friends.
5) Go to the abandoned factory where you'll meet Chris.
6) Go to the Yin & Yan in Joy Street Mall and talk to Chris' mother. When she asks if you know her son Chris, answer "Yes." When she asks if you will be friends with him, answer "OK."
7) Meet Chris in the roadblock in front of the Sebec building (after the world changes.)
8) Don't allow Brad, Ellen or Alana into your party.
9) After the school shifts in the "Ideal" Mary's world, Chris will join your party.

"Good" Ending

To see the game's best ending sequence, you must give specific answers to Mae when you talk to her in the Lost Forest in order to get the compact. Here are the proper responses:

1) "If I stay here I'll be safe!"—Stop!
2) "Why do you guys fight?"—For everyone.
3) "Why do you live?"—For finding the answer

PLAYSTATION UNDERGROUND NUMBER 1

Disc 1 Secrets

- At the main menu, quickly press □, △, ○, ✕ to see a hidden video scene and watch the credits.
- At the main menu, hold △ + ○ and press ↑ ↑ to get some *Twisted Metal 2* tips.

• Choose "Code Book", then—at the "Hot New Codes/Code Archive" screen— hold △ + ○ and press □ to get some *Jet Moto* tips.
• Choose "Tech Q&A", then—when the questions appear— hold △ + ○ and press □ three times to get some *Cool Boarders* tips.
• Choose "Behind the Scenes", then—at the next menu— hold **L1** + **L2** + **R1** + **R2** to get some *NFL GameDay '97* tips.
• Choose "Download Station"; when the text appears, press ✕. When the "Read About.../Download Now" menu appears, hold **L1** + **R1** and press **R2** twice to see a preview of *Blasto*.

Disc 2 Secrets

• At the main menu, hold △ + ○ and press □ twice to see a music video of "All Washed Up" from The Urge.
• At the main menu, choose "In Stores Now". Highlight the name of any game, then press **R1**, **L1**, **R2**, **L2** to see a music video of "Pony" from Ginuwine.
• At the main menu, choose "Coming Soon". Highlight the name of either game, then press △ three times to see a sneak preview of Capcom's *Resident Evil 2*.
• At the main menu, choose "Coming Soon" Highlight the name of either game, then press □, △, ○, △, □ to find out how to enter Sony's *NHL Faceoff '97* Sweepstakes

POPEYE

Refill Health / Ammo

While in Foot mode, press □ + **L2** to do a backflip. While you're in the air, press **Down** + ✕ + **R2** to refill your health meter or **Right** + ✕ + ○ to refill all weapon ammo.

Access All Weapons

During the game, press □ + **SELECT** to view the map and press **Left** to rotate the map until your character arrow is pointing at you. Next press **START**; while the arrow is rotating back, press **L1** + □ + ✕ + ○. Press **SELECT** to exit the map mode and you should have all of the weapons in your inventory.

Invincibility

You must have the drill weapon in your inventory for this cheat to work. Press △ to call up the weapons menu, highlight the frying pan and press △ two more times, you should be back at the weapons menu. Now press ○ + **R1** and release them as soon as you see the number 999 in your health meter; this indicates that you are invincible.

Stage Select

At the main menu, press **L1** + **L2** + **R1** + **R2** + **Up** and release. Press ○ to start a new game; when the difficulty select menu appears, press **L1** + **L2** + **R1** + **R2** + **Down** and release. The stage-select menu will appear after you choose a difficulty setting.

See the Ending

Press ✕ at the main menu to enter the Load Game screen. Press **Right** + ○, then △, then **Left** + □, then △. You'll warp to the ending sequence.

Fall Through the Floor

In Jet Pack mode, stand over any dead enemy and press △ to call up the weapons menu. Now hold **L1** and point the D-pad diagonally **Down/Right**. If you're not on the lowest level of the current stage, you'll fall right through the floor.

Fart Trick

Press ✕ at the main menu to enter the Load Game screen. Press **L1** + **L2** + **R1** + **R2**, then exit the Load Game screen and start a game. Now the "butt" creatures will make fart ng sounds.

POWER MOVE PRO WRESTLING

Hidden Character Sparrow

At the title screen, press ○, **Right**, △, **Up**, □, **Left**, ✕, **Down**, ✕, **Down**, □, **Left**, △, **Up**, ○, **Right**, **SELECT**, you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press **SELECT** to find Sparrow.

Hidden Character: Gorgon

At the title screen, press **L1**, **L1**, **L2**, **R2**, **R2**, **R1**, △, **Down**, ✕, **Up**, **SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press **SELECT** to find Gorgon.

Hidden Character: Sallie

At the title screen, press **Up**, **Down**, **Left**, **Right**, △, ✕, □, ○, **L1**, **R1**, **L2**, **R2**, **SELECT**; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight El Temblor and press **SELECT** to find Sallie.

PROJECT: OVERKILL

Secret Cheats

Note: To enter a cheat code, press **START** to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.

• "Cloak" Stealth Mode—Hold △, tap □, ○, ○, □, release △, hold ✕, tap △, △, release ✕.
• Extra Speed—Hold **Up**, tap △, △, △, release **Up**, hold **Down**, tap ✕, □, ○, release **Down**.
• Shield—Hold **Right**, tap ○, □, △, release **Right**, hold **Left**, tap □, ○, ✕, release **Left**.
• Refill Health—Hold □, tap ○, ✕, △, release □, hold ○, tap □, ✕, △, release ○.
• Refill Ammo—Hold ○, tap □, release ○, hold △, tap ✕, release △, hold □, tap ✕, release ○, hold ✕, tap □, release ✕.
• Skip to end of current level—Tap ✕, **Up**, **Down**, **Up**, hold □, tap ○, release □, hold ✕, tap △, release ✕.

RAGE RACER

Mirror Mode

At the Car Select menu, highlight "Race Start," hold **L1** + **R1** and press **START** and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

Custom Logo Colors

At the Team Logo design screen, highlight any color on the color palette, hold **L1** + **L2** + **R1** + **R2** and press **SELECT**; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the palette, highlight it, press **Up** or **Down** to highlight the red, green or blue pigment box, then hold the **R1** or **R2** button and press **Up** or **Down** to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press **SELECT** repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

THE RAIDEN PROJECT

Mission Select

Choose "Difficulty" at the "Settings" menu; then, at the Difficulty menu, hold **L1** + **L2** + **R1** + **R2** and press **START**. A Mission Select menu will appear. Note that this is not the same as a stage select; choose Mission 2 or 3 and the game's difficulty will increase as if you'd finished all of the stages once or twice.

RALLY CROSS

Cheat Codes

Choose "Season" mode and select "New Season". When the "Enter Name for Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the △ button and use the codes in any race mode:

Access "Veteran" mode—vet_me
Access "Pro" mode—im_a_pro
Access all cars, trucks and tracks—weeoo
No viscous friction (mud, water, etc. don't slow the car down)—novisco
No collisions with other vehicles—banzai
Double the normal gravity—stone
1/2 normal gravity—float
3/4 normal gravity—feather
Realistic gravity—radbrad
Car wheels can turn 90 degrees—spinner
Cars with no wheels—no_wheels
Wheels with no cars—wheels
Fat tires—fat_tires

RAYMAN

Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up**, **Down**, **Right**, **Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Picture-in-Picture

During the game, press **START** to pause, then hold the **R2** button down and press ○, **Left**, ○. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

Full Power-Up + 99 Lives

Press the **START** button to pause the game, then enter the following code carefully: Press and continue to hold **L2**, **R1**, **L1**, then **R2**, then release the buttons in this order: **L1**, **L2**, **R2**, **R1**. Next, press and release ○, then press and continue to hold **Left**, ○, □, then △. Finally, release the buttons in the following order: **Left**, △, □, ○.

RELOADED

Cheat Codes

At any time during the game, press the **START** button to pause. When the pause menu appears, hold the **L1** and **L2** buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheat options to the pause menu.

Ammo—△, **Left**, **Left**, **Left**, ○, △, **Down**. Select this option to boost your ammo.
Health—**Down**, **Right**, **Left**, △, **Right**, **Down**. Use this option to refill your energy meter.
Power—**Left**, **Up**, ✕, ○. This option will power-up your weapon.
Skip Level—**Left**, △, ✕, **Right**, ○, △, **Down**. Use this option to skip the current level and start on the next stage.

Secret Character

At the character-select screen, press **L1**, ○, **R1**, **Down**, **Down**, **R1**, ○, **L1**, **L1**. You'll hear a fanfare and an evil red balloon will appear over Sister Magpie. Now you can play as Fwank from the original *Loaded* game.

RESIDENT EVIL

Rocket Launcher

If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

"Rookie" Mode

Highlight "New Game" at the main menu and hold **Right** on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

RESIDENT EVIL 2

Bonus Weapons

Resident Evil 2 has a special ranking system that goes from A-E—"A" being the best score you can get and "E" being the worst. To get an A ranking, you must finish the game in under 3 hours with under 12 saves. You also cannot use the bonus Infinite Weapons, or else your ranking will be lowered. If you beat Scenario One with an A or B ranking and you clocked in under 2 1/2 hours, you will get the an Infinite Rocket Launcher for your next game. If you beat Scenario Two with an A or B ranking and you clock in under 3 hours, you get the infinite sub-machine gun. Also, if you beat Scenario Two with an A or B ranking in under 2 1/2 hours, you get the two infinite weapons plus an infinite Gatling Gun.

Hunk & Tofu

Both characters have the same mission: To get from the sewers to the roof of R.P.D. No items, no puzzles, just straight forward survival. Hunk is equipped with the gun, magnum and shotgun, while Tofu dukes it out with the knife! Below, we explain how you can access the hidden games.

The Fourth Survivor

In order to get Hunk, you must achieve an A ranking on either Leon or Claire's Scenario Two. This means you have to beat the game in under three hours and you cannot use any of the infinite bonus weapons. When you finish Scenario Two, you will be asked to save a second time after the normal Scenario One/Scenario Two save. You will see the memory save as "Hunk".

The Tofu Survivor

For the real hard core *Resident Evil* player. In order to get Tofu, you must chain three sets of Scenario Ones and Twos. This means you have to play six games! You must acquire Hunk along the way, but other than that, you don't need to end the games with spectacular ratings. After each game, remember to save.

Alternate Clothes

If you go through the city area without picking up any items in Normal Mode (including the gun store and bus), you will meet the helicopter pilot, Brad Vickers in the alley by the steps in the R.P.D. lot. He doesn't look as good as he did in the first *Resident Evil*; in fact, he's a zombie! Brad is very tough to kill and your handgun will not do the job unless you obtain more bullets. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room. Go back out and waste him. You can have him lurch forward at you and chew your leg so you can smash his head in, but that will cost you some damage. Check his body and you will find the special key. This special key opens up the locker in the dark room. Leon will find two sets of clothing and Claire will find one. You may change your outfit at any time.

Shoot the Camera

If you go to the outside area in the basement where the two dogs jump down from the fence, you can shoot holes into the screen! Just stand with your back facing the manhole and walk forward until the camera angle changes. Use your rifle to shoot out the screen! Cool effect, but a waste of ammo.

RIDGE RACER

Title Screen Tricks

If you hold the **L1** and **R1** buttons at the title screen, you can manipulate the flag as follows:
D-pad **Up**: Tilt back
D-pad **Down**: Tilt forward
D-pad **Left**: Rotate clockwise
D-pad **Right**: Rotate counter-clockwise
□: Spin left
○: Spin right
✕: Zoom in
△: Zoom out
START: Make the flag transparent

Rotate Cars

At the Car Select screen, use the **L1** and **R1** buttons to change the speed and direction in which the car is rotating.

Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Reverse Tracks

When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

RIDGE RACER REVOLUTION

Title Screen Trick

If you hold two **L** or **R** buttons at the title screen, you can move the spotlight around with the D-pad and change its focus with △ and ✕.

Extra Cars

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Buggy Mode

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the *Galaga '88* game, press and hold **Down** + **L1** + **SELECT** + △ + **R1**; all of the enemy ships will be automatically destroyed with exactly one shot each.

Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the

Time Trial mode as follows:
Novice—13th Racing Car
Intermediate—13th Racing Car
Expert—White Angel
If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes

Spinning Made

Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race

RISE 2: RESURRECTION

Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

Vitnol—**Right, Right, Right, Up, Up, Down, Left, Left, Down, Down**

Supervisor—**Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up**

Assault—**Right, Up, Up, Right, Down, Right, Up, Up**

Mayhem—**Left, Right, Down, Left, Up, Left, Down, Left, Down**

Anil 8—**Up, Right, Down, Right, Right, Up, Left, Up**

ROBO-PIT

Arena Select

At the main menu, hold **L1 + L2 + R1 + R2** and press **SELECT**; a two-digit number will appear in the upper-right corner of the screen. Press **Right** or **Left** to choose the arena you'd like to fight in; the left digit represents the available arenas (0 through 5) and the right digit represents the time of day (0=morning, 1=dusk, 2=night)

ROBOTRON X

Instant Power-Ups

At any time during the game—not while paused—you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, ○ is Fire Right and ✕ is Fire Down.

Shield—**Down, Left,** □, ○

Two-Way Weapon—**Up,** △, **Up,** △

Three-Way Weapon—**Right, Right,** , ✕

Four Way Weapon—**Down, Down, Up,** ○

Pulse Wave—**Up,** ○, **Down, Right,**

Speed Up—**Left, Left, Right, Right,** △

Flamethrower Weapon—**Down, Right, Down, Right,** ○

RUSH HOUR

Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly.

Hidden Cars—**Up, Left, Right,** ✕, ○,

Bonus Track—✕, **Up,** △, **Down, R1, L1**

Reverse Tracks—**Left,** △, **R1,** ○, **L1,Down**

Super Championship Race—**Right,** , **Left,** ○, **Up,** ✕

SHELLSHOCK

Cheat Menu

Access the main title screen and press **Up, Down, Left, Right, Down, Down, Right, Right,** . You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press **Left** or **Right** at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits

Invincibility

Start a game, then—as soon as you're in the tank—press **SELECT** and choose "Abort Game" When the title screen appears for the second time, press **Up, Up, Up, Down, Down, Down, Right, Right,** △. You'll hear a musical signal to confirm the code. Now start the game and watch your armor gauge; it will go down when you get hit, but when it runs out it will fill right back up aga n.

SKELETON WARRIORS

Invincibility

At any time during the game, press **START** to pause, then press **Down,** ○, □, ○, **Up,** ✕. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

Secret Teams

At the main menu—the one that says "Exhibition Game/ New Season" etc.—press **Left, Right, Up, Down, R1, L1,** , **Down,** you'll hear a buzzer. Now immediately press **Left, Right, Up, Down, R1, L1,** , **Up;** you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters" team.

Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team At the second screen, highlight "Continue" and press ✕ or **START**; as the screen disappears, *immediately* tap the L1 button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-Penny

Shot Percentage Indicator

As above, get to the second "Scouting Report" screen, highlight "Continue" and press ✕ or **START**; as the screen disappears, *immediately* press and hold the L1 button until the tip-off After the tip-off, press the **START** button to pause, then press it again to return to the game Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

SLAMSCAPE

Invincibility

During the game, hold the **SELECT** button and press , , , ○, ○, , , △

Weapon Power-Up

During the game, hold the **SELECT** button and press **Left,** , **Right,** ○, **Up,** △

Level Passwords

Jraniumania—△ ✕ ✕ ... ○ △ ✕ △

Repsychler—✕ ○ ○ △ . □ □ ✕

Endless Bummer—✕ △ ✕ ○ △ □ ○ ✕

Viva Los Vagrantes—○ △ ✕ △ ✕ □ □ △

Movie Passwords

Entrance to Jraniumania—○ ○ ○ △ △ △ □ △

Entrance to Repsychler—○ ○ ○ ✕ △ ✕

Entrance to Endless Bummer—○ ○ ○ △ △ ✕

Entrance to Viva Los Vagrantes—○ ○ ○ ✕ ✕ ✕

Game Over/Death—○ ○ ○ △ △ ○ ✕ ○

Game Over/You Win—○ ○ ○ △ ✕ ✕ △ ○

Credits—○ ○ ○ . □ ○ ✕ ✕ △

Exit (quit)—○ ○ ○ △ △ ○ ✕

SOVIET STRIKE

Stage Passwords

Campaign #1: Crimea—**WORSTCASE**

Campaign #2: Black Sea—**GRANDTHEFT**

Campaign #3: Caspian—**GROZNEY**

Campaign #4: Dracula—**CHERNOBYL**

Campaign #5: Kremlin—**CIVILWAR**

Cheat Password

Enter the password **THEBIGBOYS** to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

SPACE JAM

Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold **L1 + L2 + R1 + R2** and press ✕. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press ✕ to exit, if you press any other button, your changes may not be in effect.

SPIDER: THE VIDEO GAME

Cheat Codes

Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:

• Refill Energy + Weapon Power-Up—Press △, ✕, ✕, ✕, ○, ✕, □, △, ✕, △, ○. Repeat whenever necessary

• Change into a Flea—Press △, □, ○, △. Repeat the same code to change back into the spider.

Laboratory Passwords

Lab Floor—1 FMLC 939GP R8FB F7KT1

5 nks—CHMLC 939GP R8F3L WGTS3

Lab Top—86MLC 939GP R8F3V FQS54

70's Room—FW1MC 939GP R8F3B F7KT1

Factory Passwords

Boxes—FW1MC 939GP R8F36 DTTS3

Conveyors—B5RMC 939GP R8F3V TKKT1

Machine Room—WDRQC 939GP R8F3L MB595

Tubes—8WV5L 939GP R8F36 DTTS3

Mechanica. Arm Boss—8WV5L 939GP R8F3G 1QJB4

City Passwords

Down the Street—9WV5L 939GP R8F3L RT654

Side of Building—6SXX5 939GP R8F3L RT654

Park—W9PNT 939GP R8F3B 9LV53

Under the Street—N7KB3 Y19GP R8F3V 95HR5

Along the Street—N7KB3 Y19GP R8F3G GK4T3

Museum Passwords

Display Cases—P7KB3 Y19GP R8F3B PFGC3

Volcano—G7KB3 Y11GP R8F3B PFGC3

Dinosaur Bones—HJKB3 Y1QFP R8F3Q XSDS4

Model City—J7KB3 Y1GWP R8F31 766D1

Temple—K7KB3 Y1815 S8F3Q XSDS4

Museum Boss—K7KB3 Y1815 S8F3B TQBB4

Sewer Passwords

The We's—V7KB3 Y1B15 S8F3Q S7QC1

Along the Sewer—W7KB3 Y1V8V P8F3L C1M95

Food Carton—X7KB3 Y1VLN 7BF31 CH1C3

Up the Well—Y7KB3 Y1VV1 6QF3Q S7QC1

Ryan's World—Q7KB3 Y1LDR TQD3V KCDT1

Evil Lab Passwords

Circuit Boards—Q7KB3 Y1LDR TQD3L CQSR3

Lab Top—R7KB3 Y118H 56T1W TY4R4

Hard Drives—S7KB3 Y118H 56T1T CQSR3

Brian's Folly—T7KB3 Y118H 56T1F NY4R4

On the Ceiling—T7KB3 Y118H 56TTT C4LD1

Kip's Bonus—68KB3 Y118H 68T5 1P6C4

Brain Boss—68KB3 Y118H 56TTT MVM35

SPOT GOES TO HOLLYWOOD

Cheat Mode

At the title screen, press △, **Up, Right, Down, Left,** △, **Left, Down, Right, Up,** △. A new option called "Cool" will appear on the main menu. Select it to find an option called "Open Levels". Press ✕ to open the levels, return to the main menu and choose "Start" and "Continue Game", then press ✕ at the password screen. When the stage-select screen appears, you'll find that you can access any level.

Infinite Lives

With the cheat mode activated as described above, just press **START** during the game to pause, then press while paused to give yourself 50 extra lives at any time

Watch Video Scenes

With the cheat mode activated as described above, go to the stage select screen, hold the button and press **START**. The game's video scenes will begin to play, one after another. Press ✕ to skip to the next video at any time.

STAR GLADIATOR

Big Heads and Feet

Just before a round begins, hold **Right + START + ○** until the fighters appear. Your character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with **Left** instead of **Right**, your character will have a tiny head

Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring

Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press A, A, Forward, Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right, Kick to change size and Guard to stop transforming.

Change Camera Angle

Immediately after winning a fight, hold ○ + ✕ before your character goes into his or her victory pose. During the pose, keep holding those buttons and press to zoom in, △ to zoom out and use the D-pad to change the camera angle.

Night Fighting

Before a fight begins, hold **L1 + L2 + Down** You'll be fighting at night.

Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles.) After you fight Bilstein, you'll face the glowing "Real Bilste n"

Fight Kappah

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent.

Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor all the way over to the right to Gore and press ✕, ○, ✕, ○, □, □, △, △, △, then ○ + ✕ simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press **Right** to find Bilstein.

Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold **SELECT**, move the cursor all the way over to the left to Hayato, then press ○, □, △, , , ✕, □, △, □, ○, , then △ + ✕ simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press **Left** to find Kappah

Play as Blood

Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor left to Bilstein, press ✕, , ✕, □, ✕, □, then press Right to highlight Kappah and press ○, △, ○, △, ○, △, then press **L1 + R1** simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah

STAR WARS: DARK FORCES

Cheat Menu

At any time during gameplay—not while paused—carefully press **Left, ○, ✕, Right, ○, ✕, Down,** ○, ✕. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

STAR WARS: MASTERS OF TERAS KASI

Secret Characters

To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu

• To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher

• To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.

• To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting

• To access Jodo Kast, play the game in "Survival" mode and defeat seven or more characters

• To access Mara Jade, set the game's difficulty to "Jedi" and hold **L1 + L2 + R1** while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.

Arena Select

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Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STAR WARS: REBEL ASSAULT II

Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the end ng sequence:

Easy Difficulty Level—✕ ○ ✕ ○ △

Medium Difficulty Level—✕ ✕ △ ○ ✕ △

Hard Difficulty Level—△ □ □ ○ ✕ △

STARBLADE ALPHA

Rapid Fire

At the main title Screen, press **Up, Up, Down, Down,** ○, △, □ while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press the ✕ button to access the rapid-fire laser

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's

because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M. Bison (Player 1)—Hold the L2 button and press **Left**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, □+△ simultaneously.

M. Bison (Player 1)—Hold the L2 button and press **Right**, **Right**, **Down**, **Down**, **Right**, **Down**, **Down**, then □+△ simultaneously.

To choose the alternate-color Bison, end the code by press.ng ×+○ simultaneously instead of □+△.

Akuma (Player 1)—Hold the L2 button and press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, then □+△ s multaneously

Player 2 -Ho.d the L2 button and press **Right**, **Right**, **Right**, **Down**, **Down**, **Down**, then □+△ simultaneously.

To choose the alternate-color Akuma, end the code by pressing ×+○ simultaneously instead of +△.

Dan (both players)—Hold the L2 and R2 buttons and press △, □, ×, ○, △.

To choose the alternate-color Dan, hold L2 and R2 and press △, ○, ×, □, △.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen w th the "short-cut" turned off, highlight Chun-Li, hold the **SELECT** button for at least three seconds, then press any button to choose her before releasing **SELECT**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

Play as "Shin" (True) Akuma

At the character se ect screen with the "short-cut" turned off, highlight Akuma, hold the **SELECT** button for one second, release it, then move the cursor to the fo lowing characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold **SELECT** for one second, then press an action button to choose Akuma before releasing **SELECT**. The D-pad direct.ons for the above pattern is as follows: Start at Akuma, then **Down**, **Right**, **Right**, **Down**, **Left**, **Down**, **Left**, **Down**, **Right**, **Right**, **Right**

Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear

Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the **SELECT** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma

Super Street Fighter II Turbo: Play Against Akuma

Play a one player game in Arcade Mode at any difficulty level without losing a single match, you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.

Super Street Fighter II Turbo: Remove Super Meter

At the character-select screen, choose your fighter with the □ (Jab) button, then release it and quickly enter one of the following codes before the airplane flies across the map:

For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeatedly tapping □

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeated y on the D-pad while repeatedly tapping □

If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter

Street Fighter Alpha 2 Gold: Play as Cammy

To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and press.ng the **START** button twice

Street Fighter Alpha 2 Gold: Alternate Characters

• To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.

• If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.

• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character select screen and press **START** five times.

STREET FIGHTER EX PLUS α

Hidden Characters

At the Mode Select Screen, highlight "Practice" and press **SELECT**, **Up**, **Right**, **Down**, **Right**, **SELECT**. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cyclo.o Gamma and Cyclo.d Beta

Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press **SELECT**, **Up**, **Up**, **Right**, **Up**, **Right**, **Up**, **SELECT**. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game" You can now play a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II*

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up**, **R1**, **Down**, **L2**, **Right**, **L1**, **Left**, **R2** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command

SUPER PUZZLE FIGHTER II TURBO

Play Against Devilot

To play against Devilot in a one player game, you must accomplish five different things

1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo
3. Have a "Max Chain" of 4 or more
4. Have a "Max Power Gem" of 20 or more
5. Reach Stage 7 without using any continues

Play Against Dan

To play against Dan in a one-player game, you must accomplish five different things:

1. Never defeat an opponent within one minute in one round
2. Never perform a Super Combo.
3. Have a "Max Chain" of 3 or less.
4. Have a "Max Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

Secret Characters

Each of the following codes works at the character-select screen in all modes except Street puzzle mode

Akuma (Player 1)—Highlight Morrigan, hold **SELECT**, press **Down**, **Down**, **Down**, **Left**, **Left**, ○

Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press **Down**, **Down**, **Down**, **Right**, **Right**, ○

Dan (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, ○

Dan (Player 2)—Highlight Felicia, hold **SELECT**, press **Right**, **Right**, **Right**, **Down**, **Down**, ○

Devilot (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left**, **Left**, **Left**, **Down**, **Down**, **Down**, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold **SELECT**, press **Right**, **Right**, **Right**, **Down**, **Down**, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, ○

Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, **Left**, ○

Anita (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right**, **Right**, ○

Anita (Player 2)—Highlight Felicia, hold **SELECT**, press **Left**, ○

Stage Select

In Vs. Mode, choose your character, then hold L2 + R2 + **SELECT** and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage.

Donovan's stage—Press ○

Hsien-Ko's stage—Press ×

Sakura's stage—Press △

Felicia's stage—Press □

Akuma's stage—Press L1

Devilot's stage—Press R1

Morrigan's stage—Press **Up**

Chun-Li's stage—Press **Down**

Ryu's stage—Press **Left**

Ken's stage—Press **Right**

Dan's stage—Don't press any button

TEKKEN

Galaga Secrets

To continue playing the *Galaga* loading game as many times as you wish, just press the **SELECT** button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave, there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the △ button gives you rapid-fire.

Double Ships

There are two ways to get twin ships in the mini-*Galaga* game

Method 1: If you destroy a perfect 40 ships in the first wave in a total time of 18 5 seconds or less, you'll get the double ships for the second wave through the rest of the game

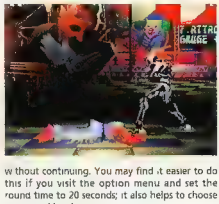
Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold **Up**, **L1**, △ and × on Controller 2 until the *Galaga* game starts. Now you can use the twin ships on the first wave

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the **START** button to choose his evil alter-ego

Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode



without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles

Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode.

Kazuya: Hold ↑ on the D-pad

Paul: Hold ↗ on the D-pad

Law: Hold → on the D-pad

Jack: Hold ↘ on the D-pad

Nina: Hold ↓ on the D-pad

King: Hold ↙ on the D-pad

Yoshimitsu: Hold ← on the D-pad

Michelle: Hold ↖ on the D-pad

Heihachi: Hold L1+L2+R1+R2

Lee: Hold L1+L2+R1+R2+↑ on the D-pad

Kuma: Hold L1+L2+R1+R2+↗ on the D-pad

Wang: Hold L1+L2+R1+R2+→ on the D-pad

P. Jack: Hold L1+L2+R1+R2+↘ on the D-pad

Anna: Hold L1+L2+R1+R2+↓ on the D pad

Armor King: Hold L1+L2+R1+R2+↙ on the D-pad

Ganryu: Hold L1+L2+R1+R2+← on the D-pad

Kunimitsu: Hold L1+L2+R1+R2+↖ on the D-pad

This also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi

Mystery Fruits

At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit" Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears This icon has special significance; it appears in several classic Namco arcade games. You'll also see some characters from *Pac-Man* including the dot-eater himself

TEKKEN 2

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he too will become a playable character. Beat the game as Kazuya and you will face Devil, defeat him to add Devil and Angel to your ranks Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" If you've met this requirement, and your next opponent will be Roger or Alex, fight him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either **Kick** button; to choose Angel, highlight Devil and press either **Kick** button Note: You must have earned all of these characters to perform any of the following tricks:

• Kazuya's Purple Suit

Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

• Super-Deformed Characters

Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

• *Punch Out!!* Mode

Hold the L1 and L2 buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character shown in green wire-frame, just like Nintendo's classic *Punch Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

• Super Juggle Mode

Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting

TEMPEST X3

Power-Up Swarm

At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power-up reaches the top of the playfield, but *not* collect this first power-up. Now play normally and you will receive power up items from nearly every enemy you shoot.

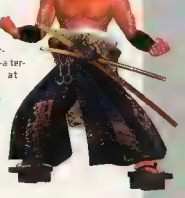
Cheat Codes

At any time during the game—at the title screen, menus or during the game—hold L1, R1, △, ○, **START**, **SELECT** and **Up**/**Left** on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game

• Level Skip—Hold R1 and tap L1, then fire your superzapper. The screen will be cleared and you will advance to the next stage immediately.

• Trippy Mode—Hold L2 + R1 + △ + × and press **Up**. graphics will leave freaky trails of light on the screen; perfect for those mind-altering experiments at your next party

• MOD Music—Hold L2 + R1 + △ + × and press **Right**. The music will change to the MOD music when you start the next stage



• Remix Music –Hold L2 + R1 + △ + ✕ and press Left. The music will change to the remix music when you start the next stage

• A.I. Droid—Hold L2 + R1 + △ + ✕ and press Down. You'll hear the A.I. droid say "Attack!" Now if you can make it to through the current stage without losing a life or using the Level Skip cheat, the first power-up that appears in the next stage will give you the A.I. Droid.

High Score Trick

At the three-character High Score entry screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink triangle.

Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S", those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000"

TEN PIN ALLEY

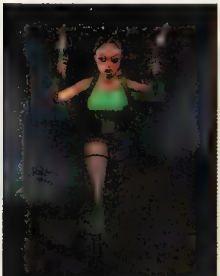
Taunt Your Opponent

When your opponent is bowling, wait until the bowling meters appear, then hold L1 + L2 + R1 + R2 on your controller and press △, □, ○ or ✕; each button corresponds to a different taunt

TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press Down, Down, Right, Up,



Up, Right, Up, Up, Up, Right, then repeat that same sequence of buttons again. Now press the ✕ button; when the game starts, a stage-select menu will appear

THEME PARK

Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press □ + ✕ + ○ simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the game.

TIME COMMANDO

Refill Energy

At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press ✕, △, △, ○, ✕, △, △, ○, □, □, ✕. Now return to the game and you'll find that your energy meter has been refilled

Extra Lives

At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press △, □, ○, ✕, △, ○, □, ✕, △, ↓, △. Now return to the game and you'll have three extra lives

Secret Stage

Choose "Code" from the main menu and enter the password "COMMANDO"; you'll warp to a secret boxing-ring stage where you battle a clone of yourself and more

TIME CRISIS

Secret Cheat Menu

At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coins=Free") and never have to reload ("Shot=Free")

TNN MOTOR SPORTS HARDCORE 4X4

Secret Truck

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as MAINLINE, then return to the setup menu and select "Choose Truck". You'll find a powerful new vehicle called "Mother". This code also unlocks the "Pro" and "Extreme" difficulty levels

Raining Frogs

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as RAINFROG, then return to the setup menu and set the weather conditions to "Severe". Start the race and you'll see frogs falling from the sky instead of rain

Hidden Game

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options", then select "Credits" to play a hidden game called *Roids*. It's a funny version of *Asteroids* in which all of the asteroids have been replaced by the heads of the game's creators

TOKYO HIGHWAY BATTLE

9,999,999 Points

When the Jaleco logo starts to appear during the game's loading sequence, press and hold L1 + L2 + R1 + Down + START on Control er 2. After the Jaleco logo d sappears and the full-motion v deo scene starts, press START on Controller 1, or simply wait until the title screen appears; in either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode, when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modifications you want

Scenario Mode Tricks

Once you've beaten the game at least once in Scenario Mode, you'll be able to access these extra features:

• Car Color Change—At the car select screen, press R2 on Controller 1 to change the car's color or add racing stripes

• Race the Drift King—Enter the "Vs. CPU" mode and you'll be able to race against the Drift King.

• Change Speedometer—During a race, press L1 on Controller 2 to change the speedometer to white.

• Best Time/Lap Indicators—During a race, hold Up and press SELECT to see the best lap or best time records.

TOMB RAIDER

Stage Skip

During the game, press SELECT to access the inventory screen, then press L2, R2, L1, L1, △, △, R2, L2. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

Access All Weapons

During the game, press SELECT to access the inventory screen, then press L1, △, R2, L2, L2, R2, ○, L1. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press Down at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game

TOMB RAIDER 2

Exploding Lara

Using the R1 button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will explode!

All Weapons & Items

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the Roll button (○ in the default control configuration) to face the opposite direction in mid-air

If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPacks and 99 flares.

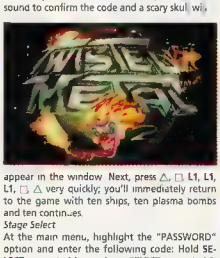
Level Skip

Using the R2 button, step left, step right, then left. Switch to the R1 button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the Roll button (○ in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current level

TOTAL ECLIPSE TURBO

Full Power-Up

During any stage, press the START button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly. △, □, ○, □, △, □, L1, L1+R1, SELECT, SELECT (Note: The plus sign means that the L1 and R1 buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will



appear in the window. Next, press △, □, L1, L1, L1, □, △ very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues

Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold SELECT, press △, L1, □ release SELECT, press △, L1, ↓, △, L1, □. You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing Left or Right on the D-pad and you're ready to warp

TREASURES OF THE DEEP

Complete Code Collection

Each of the following codes must be entered while the game is paused; just press START to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off.

• Refill air & health—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, Up, Down, Left, Right, ✕, ✕

• Infinite air –Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, ○, ✕, □, Up, Right, Down, Left

• Infinite health—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, ✕, ✕

• Max contents—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R2, R2, L2, L2, L2

• Turbo speed—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, R1, R2, R1, R2

• All equipment—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2

• All weapons—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2

• Reveal entire map—Down, ✕, Left, ↓, Up, Up, △, △, Right, Right, ○, ○, □, ✕, ○, ✕

• No fines for killing endangered species—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, R2, R1, L2, L1

• Open all doors—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, □

• Disable currents—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, L1, L2, R2, ✕

• Extra $2,000,000 gold—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, R1, R2, L1, L2, R1, R2, L1, L2

• Unlimited payload—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, Up, ✕, Down

• Get Atlantis tablet piece for current stage—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, L1, L2, L1, L2, □, ○

• Complete current mission—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, △, △, Down, Down, Down

• Access all missions—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, Down, Right, Up, Left, △, ✕

• All missions complete—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, □, ✕, ✕, ✕, □, △, △, □, ✕, ✕, ✕

• Overhead Camera Angle—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, △, □, ✕, □

• Super Spear Gun—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, ✕, Up, △, Down

• Pass Through Objects—Down, ✕, Left, ↓, Up, Up, △, △, Right, Right, ○, ○, □, □, ○, ○

• Extra time in Shark Attack bonus stage—Down, ✕, Left, □, Up, Up, △, △, Right, Right, ○, ○, L2, L2, L2, R1, R1, R1, R2, L1

TRIPLE PLAY '97

Secret Stadium

Choose the "Pick Stadium" option at the Pre-Game set-up menu, then when the list of stadiums appears—press L1, R1, L1, R1, START. Now you can choose to play in the EA Sports "Mystery Stadium"

TRIPLE PLAY '98

Commentary/Crowd Codes

Enter any of the following codes during actual gameplay to control the announcers and the crowd

Game Commentary—Hold L1 + L2 + R1 + R2 and press □, ○, □

Weather Commentary—Hold L1 + L2 + R1 + R2 and press ○, ✕, ○

Commercials—Hold L1 + L2 + R1 + R2 and press △, ○, △

Cheering Crowd—Hold L1 + L2 + R1 + R2 and press Down, ✕, Down, ✕, △

Boo-ing Crowd—Hold L1 + L2 + R1 + R2 and press Down, ✕, Down, ✕, ✕

Secret Team

At the team-select menu, press L2, R2, L2, R2, ○. Now cycle through the available teams until you find the EA Sports "Dream Team."

Secret Stadium

Choose the "Stadium Select" option after picking your team, then when the list of stadiums appears—press L1, R1, L1, R1, □. Now press Right until you see three "Mystery" stadiums: "The Cornfield," "Ebbetts Field" and "Polo Grounds."

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then during the game—toggle through the available camera angles by holding START and pressing Up or Down until you see the helicopter view.

○△□○○—Warehouse District Warfare

✕□□○△—Freeway Free For All

✕△□○□—River Park Rumble

✕□△△△—Assault on Cyburbia

△✕○✕—Rooftop Combat—The Final Battle

△✕○□△—Battle with Minion

↑△○□□—Secret Level: The Fight of Your Life

△□○○—Infinite Weapons

□△✕○—Invincibility

○○△✕—Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused):

Mega Machine Guns—Hold R2, press Up, Down, Left, Right, Right, Left, Down, Up

Invincibility—Hold L1 + R1, press Up, Down, Left, Right, Right, Left, Down, Up

Infinite Weapons + Turbo—Hold L2 + R2, press Up, Down, Left, Right, Right, Left, Down, Up

Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will end up with infinite weapons and turbo but the invincibility will be turned off.

Homing Napalms

If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with L1 or R1, then hold L2 and press Up, Down, Down, Left, Left, Right, Right. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

Napalm—Right, Left, Up

Freeze Burst—Left, Right, Up

Drop Mine—Right, Left, Down

Rear Attack—**Left, Right, Down**
Shield—**Up, Up, Right**
High Jump—**Up, Up, Left**
Invisibility—**Right, Down, Left, Up**
Sell Your Soul
If you're low on health, quickly press **Down, Up, Right, Left, Up, Up, Down, Down** during the game (not while paused.) You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full
Minion Special
To fire Min on's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default=R2) and quickly press **Up, Down, Up, Up**. This only works when your Advanced Attack Energy bar is full
Secret Vehicles
At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:
Sweet Tooth—**Up, L1, △, Right**
Minion—**L1, Up, Down, Left**
Secret Stages
At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.
"Assault on Cyburbia" stage from *Twisted Metal*—**Down, Up, L1, R1**
"Rooftop Combat" stage from *Twisted Metal*—**Down, Left, R1, Down**
"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

VIEWPOINT

Invincibility
Press **START** to pause the game, then press ↑, ○, △, **Right, Left, Down, R1, L2, R2, L1**
Stage Skip
Press **START** to pause the game, then press ↓, ↑, ○, ○, △, ✕, ↓, **Up, Up, Down, Down, L1, R1, SELECT**

VR BASEBALL '97

Secret Stadium
Choose any game mode and access the Game Options (or "Game Setup") screen. Highlight "Credits" and press ↓, ○, □, ○, △. You'll return to the previous menu, where the name of the stadium should now be green. Start the game and you'll be playing in a field of corn.

VTENNIS

Secret Characters
At the character-select screen, highlight any character and press **L2, L2, R1, R1, R1, Down**, △, △, △, △, ✕. You'll hear a kung-fu movie shout ("Attack!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he yelps like Bruce Lee each time his racket touches the ball
To find a female secret character, access the character-select screen and highlight any player as before. This time, hold **L1, R2, Up** and □; then, while holding those buttons down, press ✕. You'll hear a little "Yeep!" to confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox

WARCRAFT II: THE DARK SAGA

Cheat Passwords
Press **START** to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again
NTTCLNS—Instant mission victory
YPTFLWRM—Instant mission loss
TSGDYTD—Enable "god mode"
GLTTRNG—Extra gold
HTCHTXNS—Extra lumber
VLDZ—Extra oil
VRYLTTL—Extra magic mana
DCKMT—Upgrades
NSCRN—Show entire map
MKTS—Fast building
THRCNBNL—Instant scenario victory
NVRWNNR—Game never ends
Tides of Darkness: Human Passwords
HLLBRD—Mission 1
MBSHTM—Mission 2
HSTHSH—Mission 3
TTCHZNG—Miss on 4
HTLBRD—Mission 5
DNLGZ—Mission 6
GRMBTL—Mission 7
TYRHND—Mission 8
BTTLTD—Miss on 9
PRSNRS—Miss on 10
BTRYLN—Mission 11
BTTLTC—Mission 12
SSLTNB—Miss on 13
GRTPRT—Mission 14
Tides of Darkness: Orc Passwords
ZLDR—Mission 1
RDTHLL—Mission 2
RCSTHS—Miss on 3
SSLTNH—Mission 4
RCTLBR—Miss on 5
BD_NDS—Miss on 6
FLLFST—Mission 7
RNSTNT—Mission 8
RZNGFT—Mission 9
DSTRCT—Mission 10
DDRSSQ—Mission 11
TMBFSR—Mission 12
SGFDLR—Mission 13
FLLFLR—Miss on 14
The Dark Portal: Human Passwords
LLRSJR—Miss on 1
BTTLFR—Mission 2
NCMRNT—Mission 3
BYNDTH—Miss on 4
SHDWSS—Mission 5
FLLFCH—Mission 6
DTHWNG—Mission 7
CSTFBN—Mission 8
HRTFVL—Miss on 9
BTTLFH—Mission 10
DNCFTH—Mission 11
BTTRTS—Mission 12
The Dark Portal: Orc Passwords
SLYRFT—Miss on 1
SKLLFG—Miss on 2
THNDRL—Mission 3
RFTWKN—Mission 4
DRGNSF—Mission 5
NWSTRM—Mission 6
SSFZRT—Mission 7
SSLTNK—Miss on 8
DPTMBF—Mission 9
_TRC—Mission 10
YFDLRN—Mission 11
DPDRKP—Mission 12
Video Passwords
Each of the following passwords will only work if you choose "Enter Password" from the main menu, not from the pause menu:
CLMX—New opening
TDPNNG—Tides of Darkness opening
HKHZMD—Tides of Darkness: Human Act II
NRTHLN—Tides of Darkness: Human Act III
RTNTZR—Tides of Darkness: Human Act IV
HTDVCT—Tides of Darkness: Human Victory
RCKHZM—Tides of Darkness: Orc Act II
QLTHLS—Tides of Darkness: Orc Act III
TDSFDR—Tides of Darkness: Orc Act IV
RCTDVC—Tides of Darkness: Orc Victory
DPPNNG—Dark Portal: opening
DRNRTH—Dark Portal: Human Act II
HWRNTH—Dark Portal: Human Act III
HMSRFV—Dark Portal: Human Act IV
HDPVCT—Dark Portal: Human Victory
BRNNGF—Dark Portal: Orc Act II
RCGRTS—Dark Portal: Orc Act III
PRLDTN—Dark Portal: Orc Act IV
RCDPVC—Dark Portal: Orc Victory

WARHAWK

Special Access Codes
Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.
CHEAT CODES
↓, ○, ↑, ✕, □, △—Preview the Epilogues
←, ○, ↑, △, ✕, ✕, →—Check the Special Upgrades
△, ✕, ←, ○, ✕, △, ↑—Preview the Movies
✕, ○, ○, ○, ↑, ✕, △, △—Kaii Mode (Powered-Up Weapons)
○, □, ↓, △, ✕, △, △—Thor Mode (9999 Flash Bombs)
△, △, ○, △, △, ✕—Infinite Weapons
○, ○, ○, ✕, △, ✕, ✕—*Warhawk* A-La-Mode (Infinite Weapons + Invincibility)
STAGE CODES
△, →, ✕, △, ✕, ✕, ↑—Desert Level
△, ✕, △, ○, ↑, ○, ✕—Pyramid Has Risen
△, ○, ✕, △, ○, ○, ✕—Desert is All But Done
○, △, △, ✕, ○, ○, ↑, ○—Canyon Level
○, □, ○, ✕, ○, ○, △—In the Canyon with Amber
○, △, ✕, ↑, ○, ○, △, △—In the Canyon with Belle
○, □, △, ↑, △, △, △, ↑—In the Canyon with Crystal
○, ○, ○, ↑, △, △, ↑, □—Approaching Uma
✕, △, ✕, □, ↓, △, □—Airship Level
✕, ○, △, △, ○, ○, ○, ✕—Post-Transformation Airship
✕, ↑, △, ○, ✕, △, ↓, →—Airship Rear Hanger is Open
△, ✕, ✕, ✕, △, ○, ↓—Volcano Level
✕, ○, △, ○, □, △—Volcano Boss is Active
△, ○, △, ○, △, ✕, □, ↑—Gauntlet Level
△, ○, ✕, △, ○, ✕, ↑—East Gaunt et Boss
△, ○, ○, ↓, △, ○, ○, ✕—West Gaunt et Boss
△, ○, ○, △, △, ✕, □, △—In with the Gatekeeper
△, ✕, △, ↑, ○, ✕, ○, ○—Stormland
△, ✕, ✕, ↑, ○, ○, ✕—Above 1st Force Field
△, ✕, △, △, △, ✕, ○, △—Above 2nd Force Field
△, ✕, ↓, ○, △, ✕, △, →—Above 3rd Force Field
△, ✕, ↓, △, ○, ↑, ✕, ✕—Kreel's Door's Open
△, ✕, △, ↑, □, ↑, ✕, △—Face-to-Face with Kreel

WILLIAMS ARCADE'S GREATEST HITS

Secret Sounds
Turn on the PlayStation without a CD inside. When the main menu appears, choose "CD Player", now put in the *Arcade's Greatest Hits* CD and you will see two tracks. Move to track 2 and press a button to play it. You will hear over five minutes of sounds from *Mortal Kombat 3*

WIPEOUT

Secret Track
Enter the following code at the "Select Number of Players" menu: highlight "One Player", then hold **R1, L1, Right, START**, ↓, and ○ and press ✕. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars
Rapier Class
If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press ✕. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WIPEOUT XL

Secret Team
At the main menu, hold **L1 + R1 + SELECT** and press ✕, ✕, ✕, ✕, ○, △, ↑. The Piranha team will become available at the Team menu
Access All Tracks
At the main menu, hold **L1 + R1 + SELECT** and press ↑, ○, △, ○, □. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold **L1 + R1 + SELECT** and press △, △, △, ○, ○, ○.)
Infinite Energy
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, ✕, □, ○, △, ✕, →, ○.
Infinite Time
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, ↓, ○, ✕, △, ↑, ○, ✕
Infinite Weapons
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press ✕, ✕, □, □, ○, ○, △.
Mini-Gun
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press ↑, ○, ✕, ↓, ○, ✕, △.
Passwords
Enter the following passwords to access two new Race Type options.
Challenge I—□, ○, △, △, △, ○, □, □, △, ✕
Challenge II—○, □, △, △, ✕, →, ✕, △, ✕, ○
Funny Ships
Turn the PlayStation on and hold **L1 + R2 + SELECT + START** until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes

WWF IN YOUR HOUSE

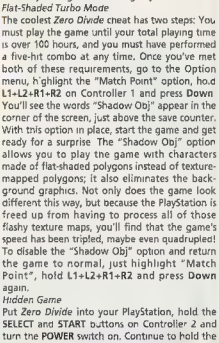
Cheat Codes
At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one
Invincibility—**R2, L1, R2, L2, R1**
Charge Combo meter with one hit—**R1, L2, R2, L2, Right**
Increase damage of each attack—**Up, Up, L1, L2, Down**
Decrease damage of each attack—**Down, Up, L2, Right, Left**
Turn off computer control of opponents—**Left, Left, Up, Down, R2**
Automatic Superpins—**Down, Down, Down, Down, L1** (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)
Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above cheats, just enter the same code again

WWF WRESTLEMANIA: THE ARCADE GAME

Cheat Codes
At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one
Invincibility—✕, △, **R2, Up**
Stop the Timer—✕, △, **R2, Left**
Super Strength—✕, △, **L2, Down**
Weaken Opponent—✕, △, **L2, Right**
Cancel Active Cheats—↓, ○, △, ✕
Combo Code
At the player select menu, hold the **L1** and **R2** buttons and press □, ✕, ○, △. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory card after you play.
Alternate Character Color/Texture
Press **Up** + any button when choosing your fighter at the character-select screen
Additional Color Choices
After you have beaten the game at any skill level with any number of continues, go to the character-select screen and hold **SELECT**. Now push any other button (including the **L** and **R** buttons) to choose different character colors.
Watch Mode
To watch the computer fighting itself, hold **L1+L2+R1+R2+Down** on Controller 1 and choose "VS Play."
Stage Select
When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose any stage from the character-select screen in "VS Play" mode.
Hidden Comic Strip
First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold **L1+L2+R1+R2+START+SELECT**; you'll see a secret NECO comic strip
Secret Bosses
To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a continue
To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold **L1+L2+R1+R2**, then **SELECT**, then **START**. The text box will say "XTAL" but you will really be fighting against NECO.
Boss Codes
To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.
To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL. To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any continues.
Flat-Shaded Turbo Mode
The coolest *Zero Divide* cheat has two steps: You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold **L1+L2+R1+R2** on Controller 1 and press **Down**. You'll see the words "Shadow Obj" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise. The "Shadow Obj" option allows you to play the game with characters made of flat-shaded polygons instead of texture-mapped polygons; it also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all of those flashy texture maps, you'll find that the game's speed has been tripled, maybe even quadrupled!
To disable the "Shadow Obj" option and return the game to normal, just highlight "Match Point", hold **L1+L2+R1+R2** and press **Down** again.
Hidden Game
Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.



Nintendo 64

The Fun Machine

Like the models available for the PlayStation or Saturn, Interact Game Products' Game Shark for Nintendo 64 allows cheaters to be invincible, score more points or access other types of special features in most N64 titles. Check *Tips & Tricks* magazine for monthly lists of new Game Shark codes for all three systems.

In addition to the gray, red, blue, green, yellow and black controllers, Nintendo has also created some custom-colored ones; this limited-edition gold N64 controller was only available through a special contest sponsored by *Nintendo Power* magazine and, more recently, as a Toys 'R Us exclusive.

The newest game system in this entire Codebook is also one of the most popular; the Nintendo 64 is as powerful as a cartridge-based machine can be in 1998, and it has wasted no time in converting legions of new players into video-game fanatics. Fully three-dimensional, polygonal action and racing games are this system's bread and butter for now, but history has proven that most first-generation software barely scratches the surface of a new machine's capabilities. And while the smaller program size of cartridge games can put limitations on the number of secret features that a programmer can sneak in, the N64 library has plenty of games that are just bursting at the seams with cheat codes, particularly the Midway titles.

Of course, the secrets, tricks and hidden delights that Shigeru Miyamoto and his team put into the system's flagship title, *Super Mario 64*, are far too numerous—and often too subtle—for us to include here. Fortunately, most everything in this revolutionary game cartridge can be discovered without assistance if you simply take the time to experiment; be patient enough to read every sign and converse with every non-enemy character in the game.

Because of the Nintendo 64's Silicon Graphics-powered visuals, many people overlook the machine's considerable audio capabilities. To make sure you're not missing the point, soundtrack CDs have been released for *Super Mario 64*, *Mario Kart 64*, *Turok: Dinosaur Hunter*, *StarFox 64* and *Extreme-G*, with more surely on the way.

One unique feature of the Nintendo 64 hardware is a little trick that allows the machine to re-calibrate the analog joystick if it starts to "drift." (This potential problem is the reason why all of the N64 games' instruction manuals include that little warning about how you should keep the stick centered when you turn the machine on.) If your stick is not responding properly, just make sure it's centered, then hold the **L** + **R** buttons and press **START** to reset the stick's "center" position. You can use this to trick your friends into thinking that their games are messed up. For example, while playing *Super Mario 64*, point the analog stick in the **Down** position, then hold **L** + **R** and press **START**. This tricks the machine into thinking that the stick is centered only when you're pressing **Down**; when you release the stick and it springs back to the default center position, the N64 will interpret this position as "Up" and Mario will take off running straight ahead!

The N64 Memory Pak can save games in progress or configuration data; the Rumble Pak shakes the controller in your hand when you get "hit" in certain games. You can't plug both into the same controller at the same time, but many games feature special menu screens which prompt you to switch between the two whenever necessary.

Finally, a special mention for those playful programmers who are still learning what the Nintendo 64 is capable of. Several games—including *Top Gear Rally*, *Extreme-G* and *Turok: Dinosaur Hunter*—feature codes that allow you to de-activate some of the special functions of the Nintendo 64 hardware, most of which are designed to reduce or eliminate the jagged edges of graphic elements that are closest to the "camera" in a 3-D game. Heck, the designers of *Hexen* didn't even bother to hide it; they added a "Filter" option to the standard configuration menu!

Set to be released in Japan this year, the N64 DD is a read/write peripheral that not only expands the amount of memory each game can use, but also offers tons of room for saved game information. At press time, it was not known if or when the DD might be released in North America.

At the company's recent Space World expo in Japan, Nintendo demonstrated this special N64 cartridge with audio and video inputs. Used in conjunction with the 64DD, it allows you to capture images and sounds from a camera or videotape; you can literally incorporate your own face into your favorite video game!

Donkey Kong, Mario, Zelda and Yoshi. Nintendo's resounding success in the video-game industry is largely due to the drive of one man: Creative genius Shigeru Miyamoto. Here we see Mr. Miyamoto celebrate Mario's 10th anniversary (a rarely-seen 1995 photo).

AEROFIGHTERS ASSAULT

Secret Character: Mad Mao

Wait for the words "Press Start Button" to appear on the title screen, then press C▶, C▼, C◀, C▲, C▶, C▼. At the "Pilot Select" screen, you'll find a new character called Mad Mao who pilots an F-15. Note: You may have already gained access to Mad Mao if you continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access another secret character, you must complete the following requirements:

1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing".

2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime.

3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."

4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.

5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.

6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

CLAY FIGHTER 63⅓

Secret Options

At the character-select screen, hold the L button and press C◀, C▶, C▲, C▼, B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.

Secret Characters

Each of the following codes can be entered at the character-select screen.

- Doctor Kiln—Hold the L button and press B, C◀, C▶, C▲, C▼, A
- Sumo Santa—Hold the L button and press A, C▼, C▲, C◀, C▶, B
- Boogerman—Hold the L button and press **Up**, **Right**, **Down**, **Left**, **Right**, **Left** on the D-pad

CRUIS'N USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)—Hold L + C◀ + C▶

San Francisco (lower-right corner)—Hold L + C▶ + C▼

Indiana (upper-right corner)—Hold L + C▲ + C▶

Secret Vehicles

At the "Choose Car" screen, press and hold the C▲, C◀ and C▼ buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press **A**, **Z** or **START** to confirm your choice.

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button).

DARK RIFT

Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press **Up**, C◀, **R**, **Right**, **Down**, **B**, **B**, **B**, C◀ to warp to a one-player Demitron vs. Demitron battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:

Sonork—**L**, **R**, C▲, C▼, C◀, C▶

Demitron—**A**, **B**, **R**, **L**, C▼, C▲

You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence.

Aaron's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C▶

Demonica's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C▲

Demitron's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C▼

Eve's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C▶

Gore's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, C▼

Morphix's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, **B**

Nikki's Ending—**Up**, C◀, **R**, **Right**, **Down**, **R**, **R**, **A**

Scarlet's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C▶

Sonork's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C▲

Zenmuron's Ending—**Up**, C◀, **R**, **Right**, **Down**, **L**, **L**, C▶

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*

TEENYWEENIES—Small characters*

JUKEBOX—Music menu (appears under "Audio Options")

FREEFRUIT—Start with 10 bananas

BLABBERMOUTH—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*

WHODIDTHIS—Display credits (when you exit the Magic Codes menu)

BYEBYEBALLOONS—Disable weapons

NOYELLOWSTUFF—Disable bananas

BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas

BOMBSAWAY—All balloons are red (missiles)

TOXICOFFENDER—All balloons are green (drop items)

ROCKETFUEL—All balloons are blue (turbo)

BODYARMOR—All balloons are yellow (shields)

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZIPPERS—Turn off zippers

DOUBLEVISION—Select same player (both players can choose the same character)*

OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)

JOINTVENTURE—Enable two-player "Adventure" mode*

TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

?TJL BDFW BFGV JVVB

With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option, press **Left** or **Right** to change the name of the stage and press a C button to warp there.

Taunts

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

[illegible]

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left**, **Left**, **L**, **L**, **Right**, **Right**, **Left**, **Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- Invincibility On/Off—Press the **R** button seven times, then press **Left**
- Monsters On/Off—Press L, C◀, **Left**, **R**, C▶, **Right**, **Left**, **Left**
- All Items On/Off—Press R, C▶, **Right**, L, C◀, **Left**, C▶, **Right**
- Level Select—Press L, L, L, C▶, **Right**, **Left**, **Left**, C◀

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

EXTREME-G

Cheat Codes

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RAS0—A very powerful code. With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

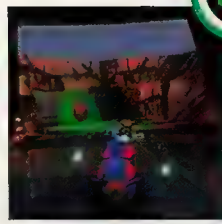
STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed

XGTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.



[illegible]

Cheat Menu

During the game, press **START** to pause. When the "Paused" menu appears, quickly press C◀, C▼, C▶, C▲. A new option called "Cheat" will appear. Highlight this option and press **A** to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes *quickly* at the "Cheats" menu:

God Mode (invincibility)—C▶, C▶, C▶

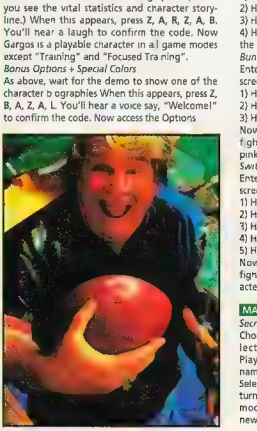
Clipping (walk through walls)—Press C◀ 20 times, then C▼
Visit (stage select)—C▼, C◀, C▶, C▶, C▼, C◀
Butcher (kill all enemies in the area)—C▼, C◀, C◀, C▶
Health (refill health)—C◀, C◀, C▶, C▼
Collect All Keys—C◀, C◀, C▼, C▼
Collect All Artifacts—C◀, C▶, C▼, C◀
Collect All Weapons—C▶, C◀, C▼, C▼
Collect Puzzle Items—C◀, C◀, C◀, C◀, C▶, C▶, C▼

INTERNATIONAL SUPERSTAR SOCCER 64

Big Head Mode
Wait for the words "Press Start" to begin flashing on the title screen, then press C▶, C◀, C▼, C▼, C▶, C◀, C▶, B, A, then hold the Z button and press **START**; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads
Secret Teams
(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press **Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A**, then hold the Z button and press **START**; you'll hear the announcer shout to confirm the code. Now access the team select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team

KILLER INSTINCT GOLD

Boss Code
When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press **Z, A, R, Z, A, B**. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".
Bonus Options + Special Colors
As above, wait for the demo to show one of the character biographies When this appears, press **Z, B, A, Z, A, L**. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options



menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press **Up** or **Down** repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings
More Bonus Options
As above, wait for the demo to show one of the character biographies When this appears, press **Z, B, A, L, A, Z, A, R**. You'll jump immediately to the game's ending credits sequence
Stage Select/Music Select
When playing in two-player mode, you can choose the stage you want to fight in by holding **Up** or **Down** when you press a button to select your character as follows:
Castle Stage—Hold **Up** and press **B**
Jungle Stage—Hold **Up** and press C◀
Spaceship Stage—Hold **Up** and press C▶
Stonehenge Stage—Hold **Up** and press **A**
Museum Stage—Hold **Up** and press C▼
Helipad Stage—Hold **Up** and press C▶
Bridge Stage—Hold **Down** and press **B**
Dungeon Stage—Hold **Down** and press C◀
Street Stage—Hold **Down** and press C▶
Dojo Stage—Hold **Down** and press **A**
Spinal Ship Stage—Hold **Down** and press C▼
The player who chooses his or her character first gets to pick the stage his way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows.
Sabrewulf Tune—Hold **Up** and press **B**
Maya Tune—Hold **Up** and press C◀
Glacius Tune—Hold **Up** and press C▶
Tusk Tune—Hold **Up** and press **A**
Fulgore Tune—Hold **Up** and press C▼
Orchid Tune—Hold **Up** and press C▶
Jago Tune—Hold **Down** and press **B**
Gargos Tune—Hold **Down** and press C◀
T.J. Combo Tune—Hold **Down** and press C▶
Kim Tune—Hold **Down** and press **A**
Spinal Tune—Hold **Down** and press C▼
Secret Stage
In two-player mode, have both characters choose their fighters by holding **Down** and pressing C▼; you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground

MACE: THE DARK AGES

Play as War Mech and Ichiro
When the "Parental Advisory" screen appears just after you turn the system on, press **Down, Right, Up, Left** on the D-pad or joystick; you'll hear a signal to confirm the code. Now War the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos.
Play as Ned the Janitor
Enter the following code at the character-select screen:
1) Highlight Koyasha and press **START**
2) Highlight the Executioner and press **START**
3) Highlight Lord Deimos and press **START**.
4) Highlight Xiao Long and press Quick (**A** or **B** in the default control configuration).
Bunny Slippers
Enter the following code at the character-select screen
1) Highlight Ragnar and press **START**
2) Highlight Dregan and press **START**.
3) Highlight Koyasha and press **START**
Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.
Switch Faces
Enter the following code at the character-select screen
1) Highlight Al-Rashid and press **START**
2) Highlight Takeshi and press **START**
3) Highlight Mordos Kull and press **START**
4) Highlight Xiao Long and press **START**
5) Highlight Namira and press **START**.
Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa

MADDEN FOOTBALL 64

Secret Team
Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with the name "T.BURON" (the player stats don't matter). Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team called "Tiburon"; every player on this team stands 8'4" and is rated at 100 in all skill categories.
See the Ending
When the EA Sports logo appears, hold **L + R + Z**; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MARIO KART 64

Reverse Tracks
If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse
Course Ghosts
• Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better
Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press **R** at the title screen to show off your best time on the Mario Raceway course
• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him
• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

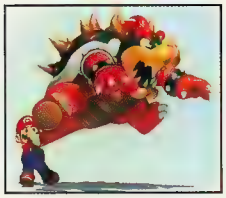
MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes
• Enter "G T T B H R" for infinite lives
• Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
• Enter "C R V D T S" to see the credits from the end of the game
Fatality
When your opponent drops to his or her knees, stand about one step from front of your victim and press Forward, Down, Forward + High Punch, Sub-Zero will punch his opponent's head off
Combos
3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick
Stage Passwords
Wind Stage—T H W M S B
Earth Stage—C N S Z D G
Prison Stage—R G T K C S
Water Stage—Z U R K D M
Fire Stage—J Y P P H D
Bridge of Immortality—Q F T L W N

Qhan Chi's Fortress—Z C H R R Y

MORTAL KOMBAT TRILOGY

Play as Khameleon
When the "story" screens appear during the game's demo mode, quickly press C▶, C◀, A, B, C▼, C◀, C▶. If you're fast enough, you'll hear Shao Kahn say, "Khameleon " Now Khameleon is a selectable character at the character-select screen
Play as Motaro
Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Waste and and Jade's Desert.
Play as Shao Kahn
Choose any character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn Note. This trick only works in certain stages, including the Rooftop and The Pit 3.
Hidden Game #1
After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.
Hidden Game #2
After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*
Hidden Game #3
When fighting on The Pit stage, keep an eye on the moon in the background If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode
Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.
Super Hard Mode
At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches.
Free Play
When the "story" screens appear during the game's demo mode, quickly press **Down, Down, Up, Up, Right, Right, Left, Left** on the D-pad You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.
Secret "More Kombat" Menu
When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C▶, **B, A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START** When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.



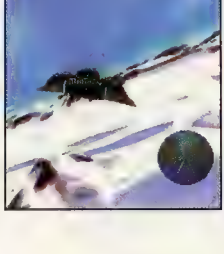
Secret "Kombat Cheats" Menu
When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C◆, C◆, C◆, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars
To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode, even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected

NBA HANGTIME

Vs. Screen Codes
Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice announcing the names of the two teams is announcing Assistance Turned Off—Hold **Right**, press Pass, Pass
Big Head—Hold **Up**, press Turbo + Pass simultaneously
Rooftop Court—Hold **Left**, press Turbo, Turbo
ABA Ball—Hold **Right**, press Shoot, Turbo, Pass
Display Shot Percentage—Rotate the D-pad or joystick clockwise
Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen
Baby Sized Players—025



No Music—048
Tournament Mode—111
Fast Passing—120
Stealth Turbo—273
Max. Speed—284
No Pushing—390
Unlimited Turbo—461
Hyper Speed—552
Max. Blocking—616
Quick Hands—709
Max. Power—802
Goaltending Allowed—937
Secret Characters
To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests:
Hardaway—AHRDWY 0000
Amrich—AMRICH 2020
Bardo—BARDO 6000
Pesina—CARLOS 1010
C. Robinson—CLIFFR 0000
Thompson—DANIEL 0604
Roan—DANR 0000
D. Robinson—DAVIDR 0000
DiVita—DIVITA 0201
Q.Jackson—DREAM 0000
Ferrier—EDDIE 6213
Elliot—ELLIOT 0000
Geer—ELGENE 6767
Ewing—EWING 0000
Hill—GHILL 0000
G. Robinson—GLENNR 0000
Grant—HGRANT 0000
Rivett—JAMIE 1000 or MUNDAY 5432
Japple—JAPPLE 6660
Skiles—JASON 0729
Carlton—JC 0000
Hedrick—JFER 0503
Hey—JONHEY 6000
Johnson—JOHNSN 0000
Kemp—KEMP 0000
Kidd—KIDD 0000
Boon—KOMBAT 0004
Malone—MALONE 0000
Martinez—MARTY 1010
Mednick—MEDNIK 6000
Miller—MILLER 0000
Minifee—MINIFE 6000
Morris—MORRIS 6000
Tobias—MORTAL 0004
Mutombo—MOTUMB 0000
Muresan—MURSAN 0000
Vinikour—MXV 1014
Ehrlich—NICK 7000
Fitzgerald—PATF 2000
Perry—PERRY 3500
Pippen—PIPPEN 0000
Quinn—QUIN 0330
Rice—RICE 0000
Rodman—RODMAN 0000
Root—ROOT 6000
Liptak—SHAWN 0123
Smits—SMITS 0000
Oursler—SNS 0103
Stackhouse—STACKH 0000
Starks—STARKS 0000
Turmell—TURMEL 0322
Webb—WEBB 0000
Webber—WEBBER 0000
Funk—WFUNK 0101
Mourning—MOURNG 0000

NFL QUARTERBACK CLUB 98

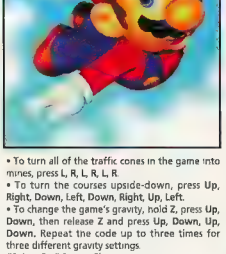
Secret Codes
Choose "Enter Cheat" from the main menu and enter any of the following passcodes.
GLYTHMD—Giant p ayers
SMLMDGT—Tiny players
BBMNTBL—Players are tall and thin
JPNSMWR—Players are short and fat
TRNTDLFR—Passing accuracy is at zero for all quarterbacks
BRDWYNMTH—Passing accuracy is at maximum for all quarterbacks
CRLLWYS—Acceleration attribute is at maximum for all players
WLTRPYTN—Agility attribute is at maximum for all players
STYCKYHNDS—Hands attribute is at maximum for all players
MCHLJNSN—Speed attribute is at maximum for all players
RNLDSWZNGR—Strength attribute is at maximum for all players
YNSTYNS—Discipline and Awareness attributes are at maximum for all players
BGBFYDF—All attributes are at maximum for all defensive players
BGBFYFF—All attributes are at maximum for all offensive players
LLDFSCK—All attributes are at zero for all defensive players
LLFFSCK—All attributes are at zero for all offensive players
SPRTMMD—All players' attributes are at maximum
PWHYRMN—All players' attributes are at zero
SPRBGRMS—Quarterbacks can throw the ball 100 yards, kickers can kick the ball 100 yards, punters can punt the ball 100 yards
SPRTRBMD—Super turbo mode
FRMBYFRM—Slow motion mode
DWNDRV—Eight downs instead of four
NBCTCKLS—Computer-controlled players don't try to tackle
SPRDPRTCKL—Super-duper tackles
TGHTGRP—No turnovers
GTNHNDS—Nearly every hit causes a fumble
SPRSLYD—Slippery field
BGSPRDV—Dive distance is greater
LDSTRTRK—Passes appear instantly in receivers' hands
LWYSTPS5—Passes are always tipped
BGTWSTRS—Ball carrier spins and spins until he's tackled
MNFLDMD—All players do the "up and over" dive every few seconds during gameplay
PBYBYMD—All players crawl like babies
YLCTRCFB—Players move around like the old "electric football" games
SNWSLDL—Players slide around on their butts
STNTXTM—Access Acclaim, Iguana, NFC and AFC teams

PILOTWINGS 64

Wario Cameo
When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's archrival, Wario.

SAN FRANCISCO RUSH

"Setup" Screen Cheats
Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio"):
• To disable the in game timer, hold Z and enter the following code: Hold C◆, press C◆, release both, hold C◆, press C◆.
• To disable the automatic abort feature, press the C◆ button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.
• To disable vehicle collisions (you can drive right through the other cars) press **Left**, then hold **Right** on the D-pad and press C◆, then release both and press C◆, C◆, C◆, Z
• To change the game's detailed polygon textures into flat shades of color, hold C◆, press L, release both, press Z, hold C◆, press L, release both, press Z.
• When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu and enter the following code: Hold C◆, press C◆, release both, hold C◆, press C◆.



• To turn all of the traffic cones in the game into mines, press L, R, L, R, L, R.
• To turn the courses upside-down, press **Up**, **Right**, **Down**, **Left**, **Down**, **Right**, **Up**, **Left**.
• To change the game's gravity, hold Z, press **Up**, **Down**, then release Z and press **Up**, **Down**, **Up**, **Down**. Repeat the code up to three times for three different gravity settings
"Select Car" Screen Cheats
Each of the following codes works at the "Select Car" menu.
• To change the height of your car, hold C◆, press C◆, release both, hold C◆, press C◆. Repeat up to four times for different heights
• To change the size of your vehicle's front tires, hold C◆, press C◆, release both, hold C◆, press C◆. Repeat the code for different tire sizes.
• To change the size of your vehicle's front tires, hold C◆, press C◆, release both, hold C◆, press C◆ Repeat the code for different tire sizes
• To start your vehicle on fire, hold C◆ and press Z four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.
• To change your car into a mine, press C◆, C◆, Z, C◆, C◆, Z, C◆, C◆.
• To change the color of the fog in the game, hold Z and press C◆ three times; repeat the code to get different colors.
Extra Camera Angles
While driving with one of the two "external" camera angles, hold the L button and press **Up** or **Down** on the D-pad to change the distance between the camera and your vehicle.
Drive at Night
During the game, press **START** to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing **Left** or **Right**. If you hold all four C buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

STAR WARS: SHADOWS OF THE EMPIRE

Play as X-Wing or TIE Fighter
Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press **START** to pause, then hold **Left** + L + R + Z + C◆ + C◆ + C◆ + C◆; with all of those buttons held down, press **Up** and **Down** on the joystick to change your ship to an X-Wing or Imperial TIE Fighter
Control Enemy Characters & Vehicles
Enter your name as "Wampa_ Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and press **START** to pause, when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:
• In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C◆ and press **Up**, then press C◆ repeatedly until you see an over-the-shoulder view of an AT-ST. Press **Left** or **Right** on the D-pad to steer it or hold **Up** to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press C◆ to toggle between the snowspeeder and the AT-ST.
• In the "Escape from Echo Base" stage, hold C◆ and press **Left** on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note, This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa, hold **Down** to attack. Once the code is in place, press C◆ to switch between Dash and the Wampa.
• Also in the "Escape from Echo Base" stage, hold C◆ and press **Right** on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper, hold **Down** to fire. Once the code is in place, press C◆ to switch between Dash and the Snowtrooper.
• In the "Gall Spaceport" stage, hold C◆ and press **Left** on the D-pad to control a Wampa or **Right** on the D-pad to control an Imperial Stormtrooper, these both work as described under "Escape From Echo Base" above
• In the "Imperial Freighter Suprosa" stage, hold C◆ and press **Right** on the D-pad to control a Stormtrooper as described above.

• In the "Sewers of Imperial City" and "Vizor's Palace" stages, hold C⊕ and press **Right** on the D-pad to control one of Prince Vizor's armored guards

See the Ending

Enter your name as " Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press **START** to return to the title screen; when it appears, point the analog joystick in the Up/**Right** position to see a photo of the game's creators

Wampa Noses

Enter your name as "R_Testers_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling

TETRISPHERE

Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX". Choose "OK" to confirm the name, then press and continue to hold the **RESET** button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the **RESET** button down

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C⊕ + C⊕ and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes; you'll find that you can now choose any stage to start on.

Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C⊕ + C⊕ and press the L button as above to change the numbers on the menu to different characters. Enter the name "GaMEBOY" but use the alien head character in place of the letter "A". Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

See the Credits

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS". You'll be taken immediately to the game's credits sequence

TOP GEAR RALLY

Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race

• Access all cars—**A, Left, Left, C⊕, A, Right, Z.** Note that this cheat does not give you access to the "bonus" vehicles.

• Access All Tracks—**A, Left, Left, Right, Down, Z.** Note that this cheat does not activate the "Mirror" tracks.

• Access Helmet Car—**Up, Up, Z, B, A, Left, Left.**

• Access Ice Cube Car—**C⊕, Up, B, Right, A, C⊕, A, Right.**

• Access Beach Ball Car—**B, B, A, Left, Left, C⊕, A, Right.**

• Non-Blur Mode—**B, Left, Right, Up, Left, Z, Right.** This code turns off the N64's "anti-aliasing" and "mip-mapping" effects, making the graphics appear to be more "pixelated."

• ZBuffer Mode—**C⊕, Z, B, Up, Up, Right.** The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess of colors on the screen. Enter the code again to turn ZBuffer Mode off.

See the Credits

Choose "Options" from the main menu, then highlight "the Load Configuration" option and press **C⊕, Right, Down, Z.** You'll see the full credit sequence from the end of the game—not the abbreviated version that can be called up from the Options menu at any time.

TUROK: DINOSAUR HUNTER

Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits".)

RBNSMTH—Invincibility
THSSLKSCL—Spirit Mode
CMGTSMMGGTS—All Weapons *
BLLTSRRFRND—Unlimited Ammo *
FRTHSTHTTRLSCK—Infinite Lives
GRGCHN—Big Head Mode **
DNCHN—Tiny Enemy Mode
DLKTDR—Pen and Ink Mode
LLTHCLRSFTHR—Windy Colors
SNFFRR—Disco Mode (enemies don't attack)
CLLTHTNMTN—Quack Mode
THBST—Gallery (view the characters)
FDTHMGS—Show Credits ***
NSTHMNDNT—Show Enemies (on the map)

(* This cheat is also activated by the "RBNSMTH" and "GRGCHN" codes.)

(** This cheat is also activated by the "RBNSMTH" code.)

(*** This cheat is also activated by the "RBNSMTH", "GRGCHN" and "DNCHN" codes.)

"The Big Cheat"

At the "Enter Cheat" menu, input the code "NTHGTHDGDCRTDTRK". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle

WAR GODS

Fatalities

Ahua Kin—In close, 3-D, ↑ ↓ ↑ + High Kick
Anubis—3-D, → ↘ ↓ ↙ ← + High Punch + Low Kick
Pagan—From 1/2 screen distance, ← → + Low Punch
Tak—← ↙ ↓ ↘ → + Low Punch + High Kick
Maximus—Hold 3-D, press → → + High Punch + Low Punch
CY-5—From 1/2 screen away, ← ← + High Punch
Warhead—Far away, 3-D, → ↘ ↓ ↙ ← + High Kick
Voodoo—From 1/2 screen away, ← → + Low Punch
Vallah—In close, → → + Low Kick
Kabuki Jo—At sweep distance, ← ↙ ↓ ↘ → + Low Kick + High Kick

Play as Grox

At the character-select screen, quickly press **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left.** You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character, Grox will not appear until the fight begins

Play as Exor

At the character-select screen, quickly press **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down.** You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

Infinite Continues

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **C⊕, Right, A, B, C⊕, C⊕.** You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."

Cheat Menu

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **Right, Right, Right, B, B, A, A.** You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on—and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears

WAVE RACE 64

Ride the Dolphin

Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (nandstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold **Up** on the D-pad while holding **Down** on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GRETZKY'S 3D HOCKEY

Invisible Players

Pause the game and select "Replay". Press **L** or **R** to highlight a player; that player will flash for a brief instant. If you press **Z** quickly before the player stops flashing, he will turn invisible. Press **START** twice to return to the game; that player will stay invisible. Note that pressing **Z** causes the highlight to return to the player closest to the puck, and that highlighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the **L** or **R** button. To turn your entire team invisible, advance through the line-up with **L** or **R** until you reach the last player on your team, press **Z** to turn him invisible, then use the same button to advance to the next-to-last player, press **Z**, etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisible

Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the **A** button at the title screen, then have Player 1 highlight "Practice" and press **A**. If you do this, all of the other players who were holding **A** will get to play in practice mode with you.

Instant Start

To start a game quickly, hold any button except **A** at the main menu and press **START**; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers.

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C⊕ button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

Player Size Tricks

At the Options menu, hold the C⊕, C⊕ or C⊕ button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the C⊕ button and press **R** until the first two digits of the "Specials" option are "10"

Huge Heads—Hold the C⊕ button and press **R** until the first two digits of the "Specials" option are "01"

Tiny Heads—Hold the C⊕ button and press **R** until the first two digits of the "Specials" option are "11".

Tiny Players—Hold the C⊕ button and press **R** until the third digit of the "Specials" option is "1".

Giant Players—Hold the C⊕ button and press **R** until the fourth digit of the "Specials" option is "1".

Short, Fat Players—Hold the C⊕ button and press **R** until the fifth digit of the "Specials" option is "1"

Tall, Thin Players—Hold the C⊕ button and press **R** until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

During a game, press **START** to pause, then access the Options screen. Hold the **L** button and press C⊕ nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0.00 and the score is 1-0 against you.

Trade Players

At the Options screen, hold the **L** button and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the C⊕ button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press **A**. The roster of the first team appears on the left; press **B** to change the team on the right. Use **Up** or **Down** to highlight the name of the player you want to replace, use **Left** or **Right** to highlight the name of the player you want to replace him with. Press **A** to make the substitution. Press **START** to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press **START** to return to the "Team Stats" screen

Frequent Fighter Mode

At the Options screen, hold the **L** button and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have fights breaking out approximately every 20 seconds—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period

Access Super Teams

At the Options screen, hold the **L** button and press C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕, C⊕ The "Specials" option will appear with the tenth digit changed to "1". Now you'll have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "Stars."

See Company Logos

Press **Z** at the Options menu to view the different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu

WAYNE GRETZKY'S 3D HOCKEY '98

Secret Codes

All of the codes listed above for the original *Wayne Gretzky's 3D Hockey* will work in *Wayne Gretzky's 3D Hockey '98* except for the "Invisible Players" code and the "Trade Players" code. (The ability to trade players is a standard option in the '98 edition, not a hidden feature.) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams—the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeg Jets—instead of the "super" teams from the original game

BROKEN SWORD
THE SHADOW OF THE TEMPLARS
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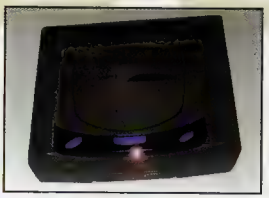
ANCIENT SECRETS AND A RUTHLESS PLOT TO RESHAPE THE WORLD.

Saturn

You Bet Uranus



The original Japanese Saturn sported this classy silver color scheme. The controllers were also smaller and less "curvy" than the American Saturn controllers; before long, Sega started to sell black-colored versions of the original Japanese controller in the U.S.

As in the case of the Wondermega (see Sega CD), JVC also had a license to manufacture its own Saturn console in Japan; called the V-Saturn, it featured the ability to play video CDs produced with the MPEG standard. Japanese Saturn owners could add this capability to their standard Saturn machines by purchasing a special MPEG cartridge add-on.

After the triumphant success of the Genesis, was Sega too confident about the Saturn's ability to do the same? Was it a mistake to alienate retailers by giving Toys 'R' Us the exclusive rights to sell the Saturn during its first three months in America? Is it true that Saturn games are so difficult to program that most—if not all—third-party titles only use one of the machine's two 32-bit processors? For whatever reason, it does appear that the Sega Saturn has lost a lot of ground in its battle against Sony and Nintendo for the title of "#1 Home Video Game System;" third-party Saturn software has all but dried up, and lately Sega seems to be more interested in talking about its next game console, code-named "Katana."

In 1997, Sega optimized the Saturn's internal design to make it less expensive to manufacture; newer-model Japanese Saturns were produced in this white shell. The redesigned Saturn eventually made its way to North America, colored black like the original; if your machine's POWER and RESET buttons are round instead of oval-shaped, it's the newer model.

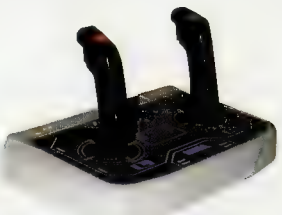
For a while there, it seemed like the Saturn had an edge—especially when it came to 2-D fighting games, one of the most popular genres. When the PlayStation had *Mortal Kombat 3*, the Saturn had *Ultimate Mortal Kombat 3*. When the PlayStation had *Darkstalkers*, the Saturn had *Night Warriors*, its sequel. Unfortunately, when the Nintendo 64 appeared, retailers just weren't able to support three leading game systems; something had to "give," and that's when the Saturn's downward spiral was set into motion. However, if there's one thing that the Saturn has always been able to fall back on, it's Sega's stable of top-quality coin-op hits. From *Virtua Fighter* and *Daytona USA* to *Virtual On* and *Last Bronx*, Saturn owners have really been blessed. Heck, *House of the Dead* is now available as a Saturn exclusive!

One of the most unusual aspects of the Saturn is that it has a funny way of recognizing which controllers are plugged in. If you turn the machine on before plugging in Controller 2, for example, certain games won't accept the fact that two controllers are connected and may even deny you access to two-player options. Similarly, if you only have one controller and you're trying to enter a cheat code that involves Controller 2, you may not get the proper results if you switch the controller from Port 1 to Port 2 and back again while the game is running. For best results, try to make sure that both controllers are already plugged in before you turn the machine on.

Some of the coolest Saturn cheats involve the system clock that's built into the Saturn hardware. If you have set the correct time and date, certain games will change depending on the date or the time of day when you play! Check out *Last Gladiators Digital Pinball*, *Saturn Bomberman*, *Clockwork Knight 2* or the *Christmas NiGHTS* sampler disc for a few examples, and remember that you can change the clock setting to access these tricks at any time.

Most Saturn owners have never plugged anything into the machine's cartridge slot, but there are lots of uses for it, including memory cards, "key" cartridges that allow you to play Japanese games and Interact's GameShark. This RAM cartridge was sold with Capcom's *X-Men vs. Street Fighter* in Japan to expand the Saturn's system RAM to six megabytes.

With the optional Netlink module, the Saturn could be used to access the Internet as well as play multiplayer games over telephone lines. The software that manages the multiplayer remote options is based on Catapult Technologies protocols which originated in the XBand Game Modem peripherals for the Genesis and Super NES.



Perhaps the coolest, most obscure Saturn peripheral is the *Virtual On* Twin Stick, which allows you to play *Virtual On* with a control scheme that's similar to that of the original arcade version. Sold in stores in Japan, this heavy-duty controller was only available in North America through Sega's mail-order division.

ALBERT ODYSSEY

Secret Side Quests

• After you defeat Valerian the vampire—but before you go to the cave to get Gryzz—head southwest of Solace and walk around to the other side of the mountain. You'll find a cave just south of Gadel; inside is a woman with a witch's hat who will tell you about her long-lost husband. Next, go back to Gigarl. Inside one of the houses, you'll find an old man who talks about the pendant he's wearing; keep talking to him until he repeats himself, then return to the woman in the cave and talk to her. Finally, head back to the man in Gigarl, when you talk to him, you'll be sent back to the cave where he will be reunited with his wife.

• After the King of Gadel tells you to go to Chestoria and Agnus, go to Mycent instead and head north, past the Graveyard of Ages. Explore the area beyond the graveyard and you'll find what appears to be an abandoned town; it won't be visible from the outside. In the north end of the town, you'll meet Olivia, but you must fight a huge robot called Iron Giant. Once you've defeated him, take Olivia back to Mycent for a valuable prize: You'll be given a Quest Pass which gives you a 20% discount at all of the shops for the rest of the game

• After you complete the four towers—but before you enter Fargasta Tower—go to the town of Solace and enter the temple there. Speak to Leos and she will ask you to spend the night; you should agree. During the night, you'll find everyone frantically searching for Eka; you'll find her at the entrance to the town

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "FLYTO" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "FLYT034". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and choose the "Press Start Button" option to start at the level you chose. If you enter the password "FLYT035", you'll see the video sequence from the end of the game

Cheat Codes

Go to the password screen and enter one of the following passwords, then highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game and you'll have the benefits of the cheat codes as follows

• Enter the password "FVNKYG1BBDN", you'll be invincible

• Enter the password "F1SH1NGFORGVNS"; you'll have all of the game's weapons in your inventory

• Enter the password "F1LLMYPOCK1TS"; you'll have infinite ammo for all of your weapons.

AMOK

Cheat Passwords

Choose "Options" from the title menu, then enter any of the following passwords:

Z Z Z C Y X—A new option called "Level Select" will appear at the top of the Options menu, allowing you to choose your starting stage

X B A B Y X—Invincibility; your energy meter will go down when you get hit, but you'll still be able to play after it runs out

Y A Y A Y A—Super Rapid-Fire for your Miniguns (never runs out)

ANDRETTI RACING

Secret Cars

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASTAL

Restore Energy

During the game, press **START** to pause, then *quickly* tap **Down, R, Up, L, X, A, Y, B, Z, C, Right, Left**. You'll hear a chime to confirm the code if you've done it quick enough. When you press **START** to return to the game, the fruits in your health meter will be refilled

Invincibility

Press **START** to pause the game, then *quickly* press **Up, Y, Left, A, Down, B, Right, C**. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible.

Sudden Death

If you want to kill Astal and return to the beginning of a stage, simply press **START** to pause the game, then tap **L, A, R, C, B**. You'll hear Astal moan, when you press **START** to return to the game, your energy will be drained and you'll have to start the current stage over.

Secret Mode + 99 Lives

Visit the "Options" menu and press **Left, Right, Left, Right, Up, Down, L, R, START** on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press **Right**; you'll find that—instead of being limited to just five lives—you can start the game with as many as 99

Stage Select

Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press **Up, Down, Left, Right, L, R, A, Y, C, Z, B, X** on Controller 1 while the words "Game Start" and "Options" are visible. You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level

BAKU BAKU ANIMAL

League Mode

At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing **B, A, C, Up, B, A, C, Up**. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". Here are rough translations of what the menu items say at the League Mode screen

• Game Start: Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".

• Name Entry: Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says "backspace" and the one in the lower right corner means "done"

• Delete Name: Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say "Yes".

• View Records: Use this option to check your stats. The first screen shows your winning percentage, highlight your name and press A or C to view your win/loss records against each player.

• View Records / Return to Main Menu: The next-to-last menu item brings up a quick description of how the League Mode works, there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu

BATTLE ARENA TOSHINDEN REMIX

Select Gaia, Sho and Cupido

There are two ways to play as these characters. The harder way is to beat the game on normal settings; the easy way is to go to the "Press Start" screen and enter the following code: **Up, Down, X, B, A, Y, C, Z, START**. Gaia and Sho are now accessible at the character select screen. To play as Cupido, highlight Sho and hold **Up** on the D-pad while selecting him. Note: Hidden characters will appear in all modes except Story Mode

Big Heads

To change the fighters in *Toshinden Remix* into super-deformed bigheads, just hold the **L** and **R** buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads

Custom Camera

Press **START** during a battle to pause the game. Choose "OPTIONS", then, at the options menu, highlight any option except "Exit" and hold the **L** button. While holding **L**, move the cursor to "EXIT" and press the **R** button. The game will still be paused. Now you can control the camera angle with the following buttons:

L—Rotate the playfield clockwise

R—Rotate the playfield counter-clockwise

D-pad—Pan the camera up, down, left or right

Y—Zoom in

X—Zoom out

Press **START** to bring the "Pause" menu back. Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit **START** and you'll be back in the "custom camera" mode

BATTLE ARENA TOSHINDEN URA: ULTIMATE REVENGE ATTACK

Boss Code #1

At the title screen—while the words "Press Start Button" are flashing—press **A, B, Z, X, Y, C**; you'll hear a chime to confirm the code. Now the bosses Wolf and Repli are playable characters in the one-player and Vs. modes.

Easy Super Attacks

With the "Boss Code #1" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A, Z, C, X, B, Y**; you'll hear a chime to confirm the code. Now you can perform a super attack at any time by pressing **Z + C** simultaneously.

Boss Code #2

With the "Easy Super Attacks" code in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A, Y, C, X, B, Z**; you'll hear a chime to confirm the code. Now the bosses Sho and Verm are playable characters in the one-player and Vs modes

Secret "Option 2" Menu

With the "Boss Code #2" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A, X, Y, Z, C, B**; you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "Option", hold the **R** button and press **START**. A secret "Ura Option 2" menu will appear, allowing you to turn off ring-outs, become nearly invincible, change the game's effects and much more

"URA" Mode

At the title screen—while the words "Press Start Button" are flashing—press **A, B, C, C, C, X, Y, Z, Z, Z**; you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "1P Game", hold the **R** and **Y** buttons and press **START**. Now you're playing in "URA Mode", which has crazy surprises in every battle. Look at the messages on the top of the screen during each fight to get clues about what has changed; some battles have fireballs flying around randomly, others last just three seconds...you may even find yourself controlling your opponent

BATTLE MONSTERS

Battlefield Select

In Vs. mode, choose your character with the **A** or **C** button and continue to hold the button down as the character-select screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to fight in.

BLACKFIRE

FMV Presto

To watch all of *Blackfire*'s full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flashing on the title screen: **Z, A, Z, A, B, A, B, Y, C, A, C, A**. The intermission scenes will automatically start up; press **A** to stop any scene and skip to the next one

Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press **L, A, Z, Y, A, Down, Down**. You'll hear a voice say, "There she is! Beans and buttons on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

Invincibility

Also at the title screen—while the words "Press Start Button" are flashing—press and hold **A**, then **B**, then **C**; then release **C**, then **B**, then **A**. Next, press **B, A, B, Y**, then hold **X**, press Up, press and hold **Down** and release **X**. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter is invincible.

Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels:

Skip ahead one level: Hold **A, B, C** and **Up** and press **L**.

Skip back one level: Hold **X, Y, Z** and **Up** and press **L**.

BUBBLE BOBBLE ALSO FEATURING RAINBOW ISLANDS

Stage Skip

Choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Down, Up, Down, Up, Right, Down, Left, Down, Up, Down**. If you're fast enough, the words "Debug Enabled" will appear in the lower left corner of the screen. Now you can skip levels at any time during the game by pressing the **R** button; press **L** to go back through the levels

Secret Stages

As above, choose "Bubble Bobble" from the main menu, then—as soon as the main title screen appears with the Taito copyright at the bottom of the screen—press **Right, Left, Up, Down, Up, Down, Up**. If you're fast enough, the words "Original Game" will appear in the lower left corner of the screen. Now you can access bonus areas after levels 20, 30 and 50 even if you die

BUGI

Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B, A, B, Y, Down, Right, A, L, Down**. (The **L** represents the button on top of the controller, not **Left** on the D-pad.) You'll hear the Bug yell, "Yikes!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold **L** and press **Down**.

BUG TOO!

Flying Mode

Press **START** at any time during the game to pause, then press **L, A, Left, L, Right, Down, Down** and unpause. Now you can make your character fly into the air by holding the **Y** button

Invincibility

Press **START** at any time during the game to pause, then press **R, Right, A, L, Right, A, Down, Y** and unpause. Now your character is invincible

Stage Select

Press **START** at any time during the game to pause, then press **L, A, Z, Y, Left, Right, A, Down, Right, L**. A cheat menu will appear, allowing you to switch characters, access a sound test, enable the "fly ng" cheat or skip to any stage, including the bonus rounds.

CHRISTMAS NiGHTS

Date and Time Codes

The *Christmas NiGHTS* limited-edition sampler disk uses the Saturn's internal clock to change the game depending on the date and time you play the game. To force any of these changes whenever you want to, access the Saturn's System Settings menu and change the date and time to get different effects. Note: It's a little known feature of the Saturn that if you load a game, then hold the **L** and **R** buttons and press **RESET** on the machine, the System Settings menu will appear without having to load the CD menu, when you exit, you'll go right back into the game. This comes in handy when testing out some of the *Christmas NiGHTS* features as follows:

- Enter dates in December or January to play in the snow with a Christmas theme.
- Enter dates from other times of the year to play with the standard *NiGHTS* settings. You'll also see Claris and Elliott's clothes change depending on the season
- Enter the date April 1 to play as Reala, this will also add a new option to the Presents menu that will allow you to pass as Reala whenever you want

Additionally, the time of day changes the way the game appears. Set the clock for daytime and it will be daytime in the game, set the clock for nighttime and in the game it will be night. Also, if you've got the date set for a time of year when there's snow in the game, you can change the snow to different items as follows:

- At 9:00 AM the snow changes to crescent moon shapes.
- At 12:00 PM the snow changes to purple gems.
- At 3:00 PM the snow changes to falling candy.
- At 6:00 PM the snow changes to sparkles.
- At 9:00 PM the snow changes to star shapes
- At 12.00 AM the snow changes to red hearts

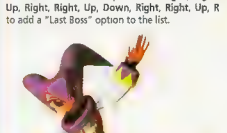
CLOCKWORK KNIGHT

999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z**, **X**, **Y**, **Y**, **Z**

Stage Select

Press **Left**, **Up**, **Right**, **Down**, **Down**, **Right**, **Right**, **Up**, **R** while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsy's Room" will appear, press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left**, **Right**, **Right**, **Up**, **Right**, **Right**, **Up**, **Down**, **Right**, **Right**, **Up**, **R** to add a "Last Boss" option to the list.



CLOCKWORK KNIGHT 2

Boss Select

Choose "Bosses Galore" from the main menu, then, when the "Bosses Galore" title is on the screen, press **X** five times, **Y** seven times and **Z** five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite.

Hidden Mini-Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up**, **Up**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **X**, **Y**, **Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Mini-Games Corner" menu, where you can choose to play seven freaky subgames with the little super-deformed Pepperouchau, from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right**, **Up**, **Left**, **Down**, **Right**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Down** The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

Stage Select

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right**, **Up**, **Left**, **Up**, **Right**, **Up**, **Down**, **Up**, **Left**, **Up**, **Right**, **Up**. A stage-select menu will appear. Press **Up** or **Down** on the D-pad to choose any room, then use the **X** and **Z** buttons to choose a starting stage

See the Ending

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right**, **Up**, **Left**, **Up**, **Down**, **Up**, **Right**, **Left**, **Up**, **Right**, **Left**, **Down**. The word "Ending" will appear on the screen. Now choose "Start" to see the cinematic sequence from the end of the game, including the cast's final curtain call

Secret Screens

Clockwork Knight 2 uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens

Control the Level 1 Boss

It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying. Here goes: As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spotlight appear on him and he'll yell into the microphone. While the spotlight is on, quickly press **Left**, **Right+B+C**, **Right+B+C** on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2. Here are the controller commands:

D-pad **Left**, **Right**—Move the boss left or right

D-Pad **Up**, **Down**—Move the boss closer or farther away

Z, **C**—Move the boss up or down

A, **B**, **Y**, **L**, **R**—Make boss noises

X—Toggle the room light on or off

If you press the **START** button on Controller 2, the computer will take over and go after Pepperouchau again

Control the Level 2 Boss

You can also control the monkey boss in the "Study Room" level. When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he's finished grunting. Now you can control the boss with Controller 2. Here are the controller commands

D-pad **Left**, **Right**—Make the boss face left or right

A—Make the monkey beat his chest

B—Pick up Pepperouchau and slam him to the ground (if you're close enough)

C—Jump into the air and land on Pepperouchau

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—when the words "Press Start" are flashing—press **Left**, **Up**, **B**, **Up**, **Down**, **Up**, **Right**, **C**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats.

Quick Hands—**Left**, **C**, **B**, **B**, **Up**

Max. Power—**C**, **Down**, **C**, **Right**

Power-Up Goaltending—**Down**, **Down**, **Down**, **Up**, **Up**, **Up**

Power-Up Fire—**Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **Down**

Power-Up Turbo—**Down**, **C**, **Down**, **Down**, **Up**

Power-Up Offense—**Right**, **Up**, **Down**, **Down**, **Up**

Power-Up 3-Pointers—**Up**, **Up**, **Up**, **C**, **C**, **C**

Power Up Dunks—**Down**, **Up**, **Down**, **Up**, **Down**, **Up**

Power-Up Push—**Up**, **C**, **Up**, **B**, **Up**, **Up**

Push an opponent and both fall—**Up**, **Left**, **Left**

Push an opponent and only his teammate falls—**Down**, **C**, **Down**, **C**, **Down**, **C**

Teleport Pass—**Right**, **Right**, **Right**, **Up**, **Up**, **Up**

High Shots—**Up**, **Up**, **Up**, **Up**, **Up**, **Down**

Speed-Up—**Right**, **Right**, **Right**, **Right**, **Right**, **Left**

Display shot percentage—**Up**, **Up**, **Up**, **B**, **B**, **B**

Whirlwind—**Up**, **Right**, **Down**, **Left**, **Up**, **Right**, **Down**

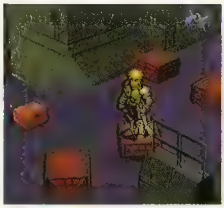
COMMAND & CONQUER

Power-Up Codes

At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to unpause, you will have access to the feature you requested as follows:

Nuclear Strike—**A**, **B**, **C**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**, **A**

Ion Cannon—**A**, **B**, **C**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**, **B**



Air Strike—**A**, **B**, **C**, **Left**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Up**, **C**

Extra $5,000—**Right**, **Left**, **A**, **B**, **C**, **Z**, **Y**, **X**, **Right**, **Left**

Reveal Entire Map—**Up**, **Down**, **Right**, **Left**, **A**, **Up**, **Down**, **Right**, **Left**, **A**

CRIME WAVE

Stage Select

When the "Identify Player" screen comes up at the start of the game, choose "New Player" and enter "J A W" as your initials. When the "Select Zone" menu appears, you'll be able to choose any stage

Vertical Screen

At any time during game play, hold **L** + **Y** and press **X** to rotate the screen 90° from its standard horizontal position, or hold **L** + **Y** and press **Z** to go clockwise. Now you can play the game if you turn your TV set on its side—which is something that many TV and monitor manufacturers do not recommend, unfortunately. To return to the normal horizontal screen, hold **L** + **Y** and press **B**

THE CROW: CITY OF ANGELS

Passwords

Ship—**Y X Y X A B Y Y X A**

Graveyard—**Y Y Y Y A A Y B X A**

Church—**B Y B Y X A B A X A**

Day of the Dead—**Y X Y X A B Y Y Y A**

Second Coming Club—**B B B B X X B X Y A**

Judah's Tower—**Y B Y B A X Y B Y A**

Borderlands—**B B B B X X B A Y A**

Finale—**Y X Y X A B Y Y A B**

CRUSADER: NO REMORSE

Cheat Mode

Choose "Teleport to Mission" from the "Load Game" menu and use the **L** and **R** buttons to enter the password "L 0 S R" (the second character is a zero.) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, press **A** + **B** + **C** to refill your health and energy or **X** + **Y** + **Z** for 2,000 extra credits, all of the items and all of the weapons with ammo

"Mama's Boy" Passwords

Mission 5—T D 5 S

Mission 10—X 5 G Z

Mission 15—J F M 4

Secret "Realtime" Mission—L R T N

"Weekend Warrior" Passwords

Mission 5—V D 5 S

Mission 10—Z 5 G Z

Mission 15—K F M 4

Secret "Realtime" Mission—M R T N

"Loose Cannon" Passwords

Mission 5—W D 5 S

Mission 10—0 5 G Z

Mission 15—L F M 4

Secret "Realtime" Mission—N R T N

"No Remorse" Passwords

Mission 5—X D 5 S

Mission 10—1 5 G Z

Mission 15—M F M 4

Secret "Realtime" Mission—P R T N

CYBER SPEEDWAY

Hide Gauges and Meters

At any time during a race, press **A** + **B** + **C** simultaneously. This will hide all of the gauges and meters on the screen to give you a clear view of the action.

DARIUS GAIDEN

Extra Credits

At the "Game Start/Option" screen, press **X**, **A**, **L**, **R**, **Left**, then hold **L** and press **X**, **C**, **Z**, **A**, **Right**, **Right**. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three

Mega Fire

Also at the "Game Start/Option" screen, hold **B**, then press **Y**, **Right**, **Left**, **X**, **Z**, **L**, **R**. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire

Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold **X**, then press **Z**, **C**, **L**, **B**, **Left**, **R**, **L**. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal"

DARK SAVIOR

Keyboard Sound Test

Choose "Sound Test" from the main menu, when the sound test screen appears, press **X**, **Y**, **Z**. A keyboard will appear at the bottom of the screen, you can watch the keys light up as the music plays

DAYTONA USA

Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the **X** button to stop one of the slots. If you get three 7's, you'll receive extra time.

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the **X** button repeatedly to make the Jeffrey statue rotate and stand on his head.

Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen

Extra Cars

At the title screen—when the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the **Down/Right** position and hold the **L**, **R**, **C** and **Y** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles

Secret Horse Trick

If you can finish on first place on each of the three tracks on Normal difficulty setting on "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses

Easier Horse Trick

At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the **X**, **Z**, **A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses

Hidden Music

Buried deep within the data of the *Daytona* CD are excerpts of 73 different songs from Sega games of the past and present. To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes

A B—Main theme from *After Burner*

KAG—"Maximum Power" from *After Burner*

KOU—Title theme from *Alex Kidd*

SAO—"Break Out" from *Alien Storm*

JIM—Title theme from *Alien Syndrome*

ANI—"Rise From Your Grave" from *Altered Beast*

YAN—"Chord" from *Speed*

BNB—Theme from *Bonanza Bros.*

YOJ—"BGM A" from *Bonanza Bros*

YAN—"Filthy" from *Columns*

IGA—"Select" from *Columns 2*

KOS—"King of Speed" from *Daytona USA*

LGA—"Let's Go Away" from *Daytona USA*

SKH—"Sky High" from *Daytona USA*

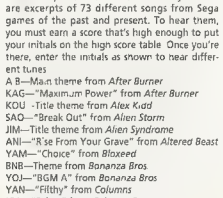
P.P—"Pounding Pavement" from *Daytona USA*

DST—"Beat Away" from *Dunk Shot*

KAO—"Toast!" from *Dunk Shot*

H.S—"A.H.I.R.U" from *Dynamite Dux*

E R—Main theme from *Enduro Racer*



MAS—"BGM 2" from *Enduro Racer*
EXN—"BGM A" from *Exhaust Note*
YUI—"Good! Let's Go!" from *Flashpoint*
GLC—"Air Battle" from *G-LOC*
NAG—Opening theme from *G-LOC*
G.F—"Beyond the Galaxy" from *Galaxy Force*
HSB—"Defeat" from *Galaxy Force*
GDA—"Wilderness" from *Golden Axe*
GPR— "Time Attack" from *GP Rider*
H.O—Main theme from *Hang-On*
K.T "Advertise" from *Hang-On*
SHO—"Sprinter" from *Super Hang-On*
M.M—Outside a Crisis" from *Super Hang-On*
KEN—Title Demo theme from *Line of Fire*
UME—"My Dance" from *Michael Jackson's Moonwalker*
.KK—"Theme of Kouchi" from *Original*
O R—"Magical Sound Shower" from *OutRun*
TOR—"Rush A Difficu ty" from *Turbo OutRun*
OSI—"Vivac ous" from *Turbo OutRun*
ORS—"Adventure" from *OutRunners*
P.D—"Like the Wind" from *Power Drift*
ISO—"Poker Face" from *Power Drift*
QTT—"BGM 1" from *Quartet*
MIT—"Earth Frame G" from *R360*
TRS—"Earth Frame G" from *R360*
R.M "Soup Up" from *Rad Mobile*
OKA—Theme from *Rent-A-Hero*
KAZ—"BGM 1" from *Scramble Spirits*
SDI—"System Down" from *S.D.I*
MMM—"Blue Moon" from *S.D.I*
S H—Main theme from *Space Harrier*
S.C ."Game Start" from *Stadium Cross*
S.F—Opening theme from *Strike Fighter*
ASA—"Funky Bomb" from *Strike Fighter*
SMG—"Advertise BGM" from *Super Monaco G.P.*
AD "Name Entry" from *Super Monaco G.P*
VMO Theme from *Sword of Vermilion*
TET—"Tetrimix" from *Tetris*
T.B—"Burning Point" from *Thunder Blade*
NAK "Type 2" from *Thunder Blade*
TAK—"Type 3" from *Super Thunder Blade*
AKI—"Advertise" from *Virtua Cop*
DEK—"Advertise" from *Virtua Cop*
V.F—"Akira Stage" from *Virtua Fighter*
A.Y—"Akira Stage" from *Virtua Fighter*
J.B—"Jacky Stage" from *Virtua Fighter*
S.B—"Sarah Stage" from *Virtua Fighter*
PAI—"Pai Stage" from *Virtua Fighter*
K.M—"Kage Stage" from *Virtua Fighter*
W.H—"Wolf Stage" from *Virtua Fighter*
J.M—"Jeffry Stage" from *Virtua Fighter*
LAU—"Lau Stage" from *Virtua Fighter*
VFT—"Lion Stage" from *Virtua Fighter 2*
V.R—"Polygonic Continent" from *Virtua Racing*

[illegible]

Tumble Racing
In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Left**, **Right**, **Left**, **Right**, **X**. When the race starts, your athlete will roll to the finish line like a tumbleweed.
Hop On One Leg
As soon as the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Up**, **Left**, **Down**, **Right**, **X**. When the race starts, your athlete will start to run, then hop on one leg until the end of the race. Both of these tricks seem to make your character move a little faster.

DIE HARD ARCADE

Hyper Deep Scan
At the main title menu, highlight "Deep Scan", hold **X + Y + Z** and press **START**. When you enter the *Deep Scan* mini-game, you'll see that the logo now reads "*Hyper Deep Scan*" This makes the game much more difficult, with dozens of enemy submarines appearing on the screen at the same time. You can't earn extra credits to play *Die Hard Arcade* in this mode, either.

DOOM

Cheat Codes
Press **START** during the game to pause, then enter any of the following cheat codes:
• All Powerful Mode—**Down, Y, X, R, Right, L, Left, B**
• Lots of Goodies (weapons & ammo)—**B, Y, X, L, R, C, X, Z**
• Map All Lines On—**B, C, Left, B, B, C, Right**
• Map All Things On—**B, B, C, Right, B, B, C, Left**
• Level Warp—**Right, Left, Z, R, Z, L, Z, C** (when the Level Warp menu appears, choose any stage and press **C** to warp there.)

DUKE NUKEM 3D

Invincibility
During the game, press **START** to pause, then press **X, Z, Z, X, Y, X, Y, Z, Y**. You'll see the words "God Mode: On" at the top of the screen; now you're invincible. To turn "God Mode" off, enter the same code again.
All Weapons + Items
During the game, press **START** to pause, then press **Z, X, X, Z, Y, Z, Y, X, Y**. All of the game's weapons and items will appear in your inventory.
Secret Control Scheme
During the game, press **START** to pause, then press **Y, Y, Z, Z, X, X, Y, X, Z**. You'll see the words "Jevons Contro." On" at the top of the screen; this changes the controls as follows:
Analog Pad—Look around
D-pad Left/Right—Change weapons
Z Walk forward
B—Walk backward
Y—Strafe left
C—Strafe right
A—Act on
L—Fire weapon
R—Jump
Note: If you don't own an analog controller, this code is useless because it will assign two different functions to the D-pad; the result is that you'll be accidentally changing weapons whenever you want to turn left or right. To return to the standard control scheme, just enter the code again.
Stage Select
At the main menu—the one that says "New Game/Load Game" etc.— press **X, Y, Z, Z, Y, Z, Y, X, Y**; this code must be entered quickly. A new difficulty level called "No Monsters" will appear, can you guess what happens when you choose it?

EARTHWORM JIM 2

Cheat Codes
Press **START** to pause the game at any time during play, then enter one of the following codes and unpause to activate the cheat:
• Refill Energy—**Left, A, Z, Y, Down, A, Y, Down**
• Refill Ammo—**A, Up, Down, Right, Right, Left, X, C**
• Nine Extra Lives—**Y, A, Right, Down, Down, A, Left, Right**
• Mega Plasma Gun—**C, A, Right, Right, Up, Down, Up, Left**
• 3-Finger Gun—**Down, A, Up, B, Right, Right, C, Right**
• Barn Blaster—**Y, A, X, Up, Right, Right, Left, Up**
• Homing Missile Gun—**Y, A, Up, X, C, Left, Y, Up**

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Change Starting Position
Start a game in Arcade mode. Immediately after you choose your car, you will be asked if you want Automatic or Manual transmission. Highlight the transmission type you want, then choose it by entering one of the following codes, when the race starts, you'll be in the position you chose:
First Place—Hold **L + X + Y + Z** and press **START**
4th Place—Hold **L + X + Y** and press **START**
7th Place—Hold **L + X + Z** and press **START**
10th Place—Hold **L + X** and press **START**
13th Place—Hold **L + Y + Z** and press **START**
16th Place—Hold **L + Y** and press **START**
19th Place—Hold **L + Z** and press **START**
22nd Place—Hold **L** and press **START**
Change the Number of Laps
As above, when the "Select Course" menu appears, highlight the course you want, then choose it by entering one of the following codes. When the race starts, the number of laps will be set to the number you chose as follows:
1 Lap—Hold **R + X + Y** and press **START**
2 Laps—Hold **R + X + Z** and press **START**
3 Laps—Hold **R + X** and press **START**
4 Laps—Hold **R + Y + Z** and press **START**
5 Laps—Hold **R + Y** and press **START**
6 Laps—Hold **R + Z** and press **START**
7 Laps—Hold **R** and press **START**
9 Laps—Hold **R + X + Y + Z** and press **START**

FIGHTERS MEGAMIX

Access Hyper Mode
Fight your way through Survival Mode, winning at least two fights in the two-minute trial, at least six fights in the seven-minute trial and at least 11 fights in the 15-minute trial. Now go to the Options Plus menu and you'll find the Hyper Mode option.
Infinite Health & Stage Select
After playing 500 games, go into the Options Plus menu and you'll see three more options; you can choose a caged or non-caged arena and you'll be able to give either player infinite health.
Play as the AM² Palm Tree
Method 1: Clear all of the single-player courses with five different characters. Play 1,000 games and then choose course L, you'll be playing as the palm tree.
Method 2: Play the game for 84 hours. Then, choose Kuma with the Z button and you'll fight as the tree.
Play as a Slab of Meat
Simply turn the Saturn on with *Fighters Megamix* inside 29 times (or reset the game and reload it 29 times). Then start a game, highlight Kuma at the character-select screen and press **X**. The meat's moves are almost identical to Sanman's.
Afterburner Cameo
When fighting in two-player mode, if the Blocker stage comes up, quickly hold the X button on both controllers and the words "Round 1" appear. If you do this correctly, the F-14 jet fighter from Sega's *Afterburner* games should fly over the ring.

GALAXY FIGHT

Boss Code
Highlight "Vs. Mode" at the main menu, then press and hold **L**, **R** and **Y** on *both controllers*. While holding those six buttons down, press **START** on Controller 1. When the character select screen appears, you'll find four additional characters to choose from: Bonus, Yacopu, Rouwe and Felden.
Taunt Select
To choose which taunt your character speaks at the end of a match, just hold the A, B or C button, each one corresponds to a different taunt.

GAME SHARK

Play Japanese Discs
Normally, the American Saturn cannot be used to play Japanese Saturn software; the operating system refuses to recognize an import disc as a CD-ROM and the game will not load. With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements. Now hold down the **X**, **Y** and **Z** buttons and press **START**; the game will magically load just as if it were being booted on a Japanese Saturn.

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Password
Final battle with Rez—**C Z Y D R H Y P**
Stage Skip
At any map screen, press **START**, then, while the game is paused, hold the **R** button and press **START**, **Right**, **Right**, **Down**, **Right**, **Up**, **L**, **A**, **Left**, **Left**. All of the stages on the current map screen will be opened.
Cheat Codes
While inside any of the game's stages, press **START**, then, while the game is paused, enter any of the following codes for different effects.
99 Lives— Hold **R** and press **Up, Up, Down, Right, A, Down**
Invincibility— Hold **R** and press **B, A, Down, A, Down, Down, Down, Up, Down, Right**
Super Speed— Hold **R** and press **Right, X, L, Right, A, Down, START. Right, Right, Down**
High Jump— Hold **R** and press **Down, Up, START, Right, Right, Down, L, Right, START**
Fire Shots— Hold **R** and press **C, Up, Right, Right, Y, B, Up, Up**
Ice Shots— Hold **R** and press **Right, Y, Right, Down, Right, Right, B, Left, Up, Right**
Electric Shots— Hold **R** and press **Down, Up, START, Right, Right, Z, A, START, START, Right, Right**

GHEN WAR

Cheat Mode
During the game, press and hold the **START** button; the status menu will appear. You must continue to hold the **START** button while entering the following code: **A, R, Down, Right, Up, A, L**. Now release the **START** button and press it again to return to the game; you'll see that you are now invincible and you have an infinite supply of all the weapons in the game.

GOLDEN AXE: THE DUEL

Vs Mode Shortcut
When playing in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly. Here's how it works: When a match is over and the words "Wins" appears on the screen (e.g "Keel Wins"), press **START** to pause the game, then press the **L** button. A small menu will appear that allows you to choose the fighters for the next battle. Select your characters, then hit **L** again and unpause the game. After the point tally, the game will go to the loading screen—but instead of returning to the full-sized character-select menu, you'll go straight into another match with the characters you chose from the mini-menu.
Magic Attacks
To perform your character's Magic Attack, knock the little elves who pass by and pick up the potions that they drop. When you have five potions, push **X+Y+Z** to activate the magic attack power, then perform the move listed below while your character is powered up. Note that all of these moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands.

Kain Blade's "Firestorm".
→ ↘ ↓ ↙ → + X, Y or Z
Milan Flare's "Bloody Tempest". Hold ↓, then ↘ → ↗ + A, B or C. Press ↓ + X, Y or Z on the way down.
Gilius Rockhead's "Jaw Break"
→ ↘ ↓ ↙ → + X, Y or Z
Zoma's "Dark Carnival": ↓ ↘ → ↓ ↘ → + X, Y or Z
Jamm's "Spirit Summons". Hold ←, then → ↓ ↘ → + X, Y or Z
Doc's "Shockwave": → ↘ ↓ ↙ ← → + X, Y or Z
Panchos' "Blast Wave": ← ↙ ↓ ↘ → ↗ + any Kick button
Green's "Mammoth Slam". → ↘ ↓ ↙ + Z (while jumping in)
Keel's "Insanity Winds": ↓ ↙ ← ↓ ↙ ← + X, Y or Z
Death Adder's "Falling Sky": ↓ + C (in the air)

GRID RUNNER

"All Flags" Mode
Choose "Restore Game" from the main menu, then access the "Enter Password" screen. If there is already a password entered, press **R** to clear it first; otherwise, enter the password **↓ Y → A → ↑ → B A ↓** and press **START** to confirm. Now start the game and you'll find that you have to capture all of the flags on each level instead of the usual designated number.
"Free-For-All" Mode
Choose "Restore Game" from the main menu, then access the "Enter Password" screen. If there is already a password entered, press **R** to clear it first; otherwise, enter the password **↑ Y A → ↑ Y B ↓ → ↓** and press **START** to confirm. Now start the game and you'll find that neither player is "it" and you can both capture flags at any time.
Grid Racing Mode
Choose "Restore Game" from the main menu, then access the "Enter Password" screen. If there is already a password entered, press **R** to clear it first; otherwise, enter the password **A Y → X → ↑ ↓ Y → ↓** and press **START** to confirm. Now choose "Two Player Start" from the main menu. At the two-player world select screen, you'll find three new worlds called "Grid Race 1" through "Grid Race 3". Choose one of these worlds and you'll be playing as race cars; cross the finish line on each lap to capture a flag.
See the Ending Credits
Access the "Enter Password" screen, enter the password **A Y A → ↓ Y ↑ → → A** and press **START**.

GUARDIAN HEROES

Cheat Mode
To access a Debug feature, choose "Option Mode" from the title screen. When the Options menu appears, highlight "EXIT" and hold the **X, B** and **Z** buttons. Here's the tricky part: While holding those buttons down, press and continue to hold **Down** on the D-pad, then quickly tap the **A** button while the "DIP Switch" option is highlighted. Note that you must tap the **A** button before the cursor starts to move down again—remember that you're still holding **X+B+Z+Down**—and you must release the **A** button immediately after you press it, before the DIP Switch menu appears.
If you've done this correctly, you'll find three new options at the dip switch menu. Turn the "Enemy Level Disp." option on to see the experience levels of all enemies in the Story Mode. With the "Next Exp. Disp." option on, you'll get a red-and-black "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level. Best of all is the "Debug" option, turn this on to gain access to the following features:
• A "Test Mode" option will appear at the Options menu; this allows you to see any of the game's seven different endings.
• In Story Mode, when the character set-up menu appears, your character will have a level of 200, you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings.
• In Story Mode, a stage-select menu will appear after you choose your character.
• In Story Mode, you can refill your life points at any time by holding **X+Y+Z** and pressing **Up**. (If you hold **X+Y+Z** and press **Down**, you'll die instantly.)
• In Story Mode, you can skip to different scenes using the following commands.
Hold **R** and press **START** to skip ahead one event.

Hold R+A and press START to skip ahead two events
Hold R+B and press START to skip ahead three events
Hold R+C and press START to skip ahead four events
Hold L+R and press START to skip back one event
Hold L+R+A and press START to skip back two events
Hold L+R+B and press START to skip back three events
Hold L+R+C and press START to skip back four events
• In Vs. Mode, you can choose from any of 45 different characters, including all of the heroes and enemies from the whole game.
• In Story Mode and Vs. Mode, if you pause the game and tap the L button, you will see boxes drawn around the characters that show how the game's collision detection works; if an enemy touches the box, it registers a hit. If you pause and tap L a second time, the boxes will be three-dimensional. Pause and tap L a third time to remove the boxes
• If you have both the "Debug" and the "Next Exp. Disp." options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points

GUNGRIFFON

Cheat Codes

Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are flashing yellow and white. Each of these codes ends with the START button, which takes you into the main menu, so if you want to use more than one cheat at the same time, just enter a code, then choose "Main Game" or "Exercise" and press the B button to cancel out of it; the game will then return to the main title screen so you can enter another cheat. All codes should also be entered quickly.

Invincibility—**Left, Right, B, C, C, START**. Entering this code will make you invincible.

Stage Select—**Y, Y, A, Y, Y, START**. With this code in place, you'll be able to choose any stage in the Main Game.

Infinite Jumping Ability—**Up, Right, Down, Left, Z, START**. This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like.

Infinite Ammunition—**B, B, B, C, START**. This code gives you infinite 120mm ammunition for your main gun; the weapon status window will always show 80 rounds remaining no matter how many times you fire

See the Ending—**Down, Up, Right, A, Left, START**. Enter this code, then choose "Main Game" to see the ending sequence.

Tackle Attack—**Right, Right, B, C, A, START**. This cheat code allows you to attack your enemies by running into them. However, your mech will also take damage if you use this attack.

Double Hit Points—**X, Y, Z, Up, Down, START**. Your initial hit points will be doubled. This code also doubles your maximum hit points.

Turret Lock—**B, B, B, Up, C, START**. If you rotate your mech's turret with this code in place, the turret will not automatically return to the forward position when you release the L button.

Change Height—**Down, Left, C, C, START**. When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2. Press Z on Controller 2 to go up, C to go down or A to reset to the default height.

Disable Targeting Cursor—**Left, Right, C, A, START**. This makes the game more difficult by disabling your mech's targeting cursor.

Disable Radar—**B, B, B, Down, C, START**. This makes the game more difficult by disabling your mech's radar systems.

Hard Mode—**Down, C, C, A, START**. This makes the game much more difficult; your enemies will shoot at you much more aggressively

Silly Controller 2 Codes

During the game, press **Right, Right, X, B, A, L, L, R** on Controller 2 to activate the programmers' debugging display, a bunch of basically useless numbers that appear on the screen. With the code in place, press Y on Controller 2 to toggle between three different settings, the best of which is "off" Also on Controller 2: In Stages 1 and 10, if you press the C button rapidly many times, the windmills will eventually begin to turn faster and faster

HANG-ON GP

Access All Courses

Access the Option menu and highlight any icon

Next, press B to return to the main menu, then press R, R, L, R, R on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three

HEXEN

Cheat Menu

During the game, press START to pause, then put the cursor on "options..." and press **Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B**. Now access the "Miscellaneous Options" menu from the "Game Options" screen; you'll find a new option called "Cheat...". From here, you can turn on invincibility ("God Mode"), walk through walls (turn "Clipping" off), warp to any stage or access over a dozen other cheat options

HIGH VELOCITY

Secret Vehicle (The Hard Way)

If you've finished all 36 heats in *High Velocity*, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle

Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type

"F", then hold the L, R and Y buttons and press **Right**. The Porsche is now available without all the hard work. With the Porsche highlighted, hold L, R and Y again and press **Right** to find yet another secret vehicle, a diesel truck

Secret Course

At the "Mode Select" menu, highlight every available option and press the B button at each one, one at a time. When you press B at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial" When the "Course Select" menu comes up, highlight any of the three tracks, hold the X button and press A. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu Press the Y button to get a pop-up window with an overhead view.

THE HORDE

Cheat Codes

Press START to pause the game, then enter any of the following cheat codes. The effects will appear when you press START to unpause:

Invincibility—**B, Up, Right, Down, A, Down, A, Right**

Double speed—**B, Right, A, B**

Infinite continues—**A, Down, Right, A, Down**

Show entire map—**Left, A, Up, Down, B, A, A, B**

30,000 Crowns (money)—**Left, A, A, B, Left, A, Right, Down**

All items available—**B, Right, A, Left, Left, Down, Right, A, A, Left**

Game does not end when village is destroyed—**A, Down, Down, Right, A, Down**

Skip to Next Level—**Down, A, Left, Left, Down, A, A, Right**

Watch all video scenes—**Right, A, Left, Left, A, Up, B**

IMPACT RACING

Cheat Passwords

Enter any of these cheat codes at the Password entry screen to get power-ups or other effects:

AM_IMORTAL—Infinite shields
ALL_TOOLED_UP—Access all weapons
LOADSOFSTUFF—Infinite weapons
BONUS_LEVELS—Play all of the bonus stages in succession
RABBITBADGER—Adds a "Skip Level" option to the "Pause" menu
ENDGAMELEVEL—Warp to the game's final stage
JOURNEYS_END—See the end sequence and credits

INDEPENDENCE DAY

Cheat Mode

Choose "Options" from the main menu, then select "Player Name" and enter your name as "RADARMY" Now return to the main menu (the one that says "Single Player/Multiplayer/Options") and press **Left, Right, Up, Down, X, Z, Y** A "Cheater" menu will appear with 12 different cheat options that you can use as follows:

• City—Use this to warp to any stage
• Plane—Choose any craft; "BAC" is the alien spaceship
• Invincible—Turn this option on and you'll take no damage.
• Kill Civil—You can lock on to non-enemy objects and blow them up.
• Kill Wing—You can lock on to your wingmen and shoot them down.
• Damage Bonus—You can kill enemies with just one missile
• Tourist—Turn this option on to remove all aliens
• Weapons—Turning this option on will give you infinite missiles
• Fast Reload—This allows you to fire missiles more quickly
• Demo Cam—You can't play the game with this option turned on, but you can use the D-pad and buttons to explore each stage at your own pace
• No Time—Turn this option on to disable the timer.

HEAVY METAL

Passwords

Enter one of the following passwords to start in the game's final stage with your armor, boost, weaponons and lives maxed out.

One-Player Mode—
C04A7707777777777777777777

Two-Player Mode—
C02A777X777777777777777777

IRON STORM

Cheat Code

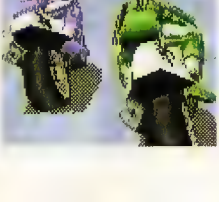
When the status screen appears that shows the date before you begin your turn, press **Up, Down, Up, Down, L, A, Z, Y**; you'll hear a trumpet fanfare to confirm the code. Now start your turn and you'll find that you can use the "Make" or "Allocate" commands on any location on the map

Multiplayer Campaign Mode

When you play *Iron Storm* in Campaign mode, you can't use the "CPU/User Options" menu to give control of the enemy forces to other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, just select "Sound" from the System menu, highlight the "SE" (sound effects) option and listen to sounds #5 and #66 with the C button. Once you've triggered these two sound effects, return to the system menu and you'll find that you can access the "CPU/User Options" to set up a multiplayer game

Secret Attack Configuration Menu

When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the A button on Controller 2 immediately as this statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks. Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumori" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle)



LAST BRONX

Portraits

To access all of the character portraits, you must play through the Arcade Mode without losing a single round or continuing; do this at the "Normal," "Hard" and "Arcade" difficulty settings to get all three portraits for each character.

Alternate Weapons

To access alternate weapons, you must first earn the third set of "Portraits" by beating the game in Arcade mode at the "Arcade" difficulty setting without continuing or losing a single round (as described above). Once you have access to the third set of portraits, enter one of the following simple codes at the character-select screen:

• For Yusaku, Nagi, Zaimoku, Lisa or Red Eye, highlight the character, hold **Left** on the D-pad and press A or C.
• For Joe, Tommy, Yoko, Kurosawa or Red Eye, highlight the character, hold **Right** on the D-pad and press A or C

When the match starts, your character will be holding a funny weapon (Za.moku has a fish, Yusaku has a toy train, etc.)

Extra Difficulty Settings

Last Bronx uses the Saturn's internal memory to keep track of how many times you've turned the Saturn on with the *Last Bronx* disc inside. Once you've loaded the game 15 times, you'll find three new difficulty settings at the Options menu: Defense (in which the computer blocks a lot), Berserk (the computer goes crazy) and Judo (the computer throws a lot)

LAST GLADIATORS DIGITAL PINBALL

Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press **X, Y, Z, X, Y, Z, C, B, A, Up, Up, START**. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: **C, B, A, A, B, C, Y, Z, X, Down, Down, START**.

Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START**. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press A; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and press A. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes, most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press **Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START**. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the X button and press **Up**, you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing **Up** or **Down** on the D-pad, then press Z to trigger one of the current table's special modes, for example, on the "Gladiators" table, each the following modes can be activated by press ng Z when the corner number is set as follows.

00—Multiball
01—Roman Triumph
02—Retiarius
03—Bloody Arena (Two-Ball)
04—Chariot Races (Three-Ball)
05—Extra Ball
06—Senator Mystery Lit
07—SPQR
08—Thracians
09—Empire
10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of

balls on any tab e with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold **X** and press **Down**, while the numbers are gone, hold **Y** and press **Up** to pause or unpause the game without obstructing the screen, or hold **Z** and press **Up** repeatedly to step through the animation one "frame" at a time

Secret Scene

Last Gladiators uses the interna clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game

THE LEGEND OF OASIS

Two-Player Mode

At any time during the game, move Leon to a place where there are no enemies on the screen. Press **Z** to open the Weapon Select window, then hold the **L** button and press **X**. A duplicate of Leon will appear; he's control ed by Player 2. To get rid of him, just enter the code again.

LOADED

Cheat Menu

During the game, press **START** to pause, then highlight the "BGM Volume" option at the pause menu. Now press and hold the following buttons in order (you must continue to hold each button down until the sequence is complete): **L**, **Z**, **B**, **X**, **C**, **R**. A cheat menu will appear, allowing you to skip the current level or boost your ammo, power and lives. Once this code is in place, you can call up the cheat menu again at any time by pressing **L** at the pause menu

THE LOST WORLD: JURASSIC PARK

Passwords

- Enter the password "X A X Y Y Y Y Y Z X Y Y", then access the "Options" menu; you'll be able to start at any level with the "Stage Select" option.
- Enter the password "X Z X Y X Y Y Y Z X Y Y" to view the "Raptor Gallery."
- Enter "A Y X Y X X Z X Z Z Y Y" to view the "Compy Gallery "

MACHINE HEAD

Cheat Passwords

Choose "Restore Game" from the main menu and select the "Enter Password" option. Now enter one of the following passwords to activate different cheats.

HMEHM HSD9D MDQFX—Infinite Energy

HMEHM HSDVD -ONMR Infin te Weapons

KDUDK 9RDKD BSHNM—Level Select

--GHO STMOD EON-----Ghost Mode

RDS--K KSGDB GD-SR—Activate all of the above cheats

ABCDE FGHIJ K-MNO—Deactivate all act ve cheats

MADDEN NFL 97

Secret Teams

Choose "Exhibition" and select your teams. After the controller setup screen, the User Records screen will appear. Register your name as "TIBURON" and press **C**, then press the **B** button three times to return to the Team Select screen, where you'll find eight powerful hidden teams, including an "All-Time All-Madden" team and AFC and NFC Pro Bowl teams

Cinematics Menu

Turn the Saturn on and hold the **L** or **R** button while the game loads. After the copyright screen, you'll get a secret "Cinematics" menu that lets you see any of the rendered cinema scenes from the game

MADDEN NFL 98

Secret Teams

Choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new teams will appear at the game setup menu:

PAC ATTACK—All '60s team

STEELCURTAIN—All '70s team

GOLD RUSH—All '80s team

COACH—All-Time All-Madden team

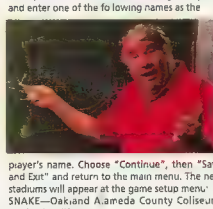
LEADERS—All-Time Stats Leaders team

ORRS HEROES—EA Sports team

JOIN CLOTH—Tiburon Entertainment team

Secret Stadiums

As above, choose "Front Office" from the main menu, then access the "Create Player" option and enter one of the following names as the



player's name. Choose "Continue", then "Save and Exit" and return to the main menu. The new stadiums will appear at the game setup menu:

SNAKE—Oakland Alameda County Coliseum, Oakland, California

DANDAMAN—Joe Robbie Stadium, Miami, Flor da

DAWGPOUND -Municipal Stadium, Cleveland, Ohio

JETSONS—Astrodome, Houston, Texas

SHARKSFIN—Tiburon Sports Complex, Longwood, Fo rida

OLDDC—RFK Stadium, Washington, D.C

BIG SOMBRERO—Tampa Stadium, Tampa Bay, Florida

GHOST TOWN—"Old West" Stadium, Irving, Texas

MAGIC CARPET

Cheat Mode

Choose "Options" from the main menu, then highlight the "Sound Test" option and use the **A** or **C** button to listen to the following sounds in order: 11, 31, 15, 5, 26 and 22. The word "Cheat!" will appear at the top of the screen and a "Level Number" option will become availab e. Choose a starting stage, then return to the main menu and select "Continue Game" to warp to the stage you chose. With the cheat code in place, you can also access the following features during the game.

Access All Spells—Pause the game and press **X**

Clear Current Level—Pause the game and press **Y**

More Mana—Pause the game and press **Z**

Kill All Creatures—Pause the game and press **A**

Destroy All Players—Pause the game and press **B**

Heal—Pause the game and press **C**

MARK IT SUPERBIKE

Secret Bike

Choose Arcade Mode from the main menu. When the Transmission Select screen appears, highlight Automatic or Manual, then press the **Y** button and wait for the timer to run out. When the race starts, your racer will be wearing different clothes and riding a gray bike.

Access Superbike Mode

At the main menu—the one that says "Arcade/Saturn/Time Trial" etc.—press **X** + **Y** + **Z** + **L** + **R** simultaneously; you'll hear a shout to confirm the code. Now choose "Saturn" mode and you'll be able to access the "Superbike" mode even if you haven't previously qualified for it. You'll also have three extra "Superbikes" to choose from in the Saturn and Time Tria modes

Sheep Mode

Choose any game mode. When you are asked to select your transmission type, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Z**, **Y**; you'll hear a sheep say, "Baaa!" (Note: When playing in Arcade mode, you must enter the code quickly because there's a five-second timer on the transmission select screen.) Now start the race and you'll find that your bike—and all of your opponents—have turned into sheep, and the background music will play a deranged version of "Mary Had a Little Lamb."

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character select screen:

- For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**.
- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

- Dr. Doom—Press **Down**, **Down**, then press and continue to hold **A**, then **B**, then **C** (you should still be holding **A** and **B** when you press **C**)
- Thanos—Press **Up**, **Up**, then press and continue to hold **Z**, then **Y**, then **X** (you should still be holding **Z** and **Y** when you press **X**)

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

- Dr. Doom—Press **Down**, **Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold **A**, then **B**, then **C** (you should still be holding **Down** + **A** + **B** when you press **C**)
- Thanos—Press **Up**, **Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **Z**, then **Y**, then **X** (you should still be holding **Up** + **Z** + **Y** when you press **X**)

Once you've successfu ly entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character se ect menu.

No Gem Mode

To play without the use of the Infinity Gems in two-player mode, both players should press **L** + **R** after choosing their characters and continue to hold them down until the fight begins, the message "No Gems" will appear at the bottom of the screen

MEGA MAN 8

MEGA MAN 8: COLLECTOR'S EDITION

Video Animation

At the main menu, highlight "Bonus Mode", hold the **L** and **R** buttons and press **START**. When the Bonus Mode menu appears, you'll find a new option called "Animation" that allows you to see any of the game's animated intermission scenes.

MEGA MAN X4

Alternate MegaMan X

At the character-select screen, enter the following code carefully. Highlight MegaMan X, press the **B** button twice, press **Left** six times, then hold **L** + **R** and press **START**. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels

Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the **R** button, press **Right** six times, release **R**, hold **B** and press **START**. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

MORTAL KOMBAT II

Cheat Menu

When the "story" screens appear during the introduction sequence, press **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**, **B**, **Y**, **C**. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**, you'll hear a signal to confirm. Now choose your fighter, before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run** + **Block** + **High Punch** + **High Kick** and point the D-pad away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters

Secret Cheat Menu

Choose "Options" from the main menu; when the options menu appears, hold **L** + **R** + **Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery.". Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

- Fatality 1—Press **Z** when "Finish Him/Her" appears.
- Fatality 2—Press **C** when "Finish Him/Her" appears
- Animality—Press **B** when "Finish Him/Her" appears
- Friendsh p—Press **Y** when "Finish Him/Her" appears.
- Brutality—Press **X** when "Finish Him/Her" appears.
- Babality—Press **A** when "Finish Him/Her" appears

MR. BONES

Stage Select

At the Start/Options screen, press **R**, **L**, **R**, **L**, **R**, **L**, **L**, **R**, **L**, **R**, **R**. A stage select menu will appear, highlight the name of any stage and press **A** to warp to it

NBA JAM EXTREME

Secret Teams

When the "Keep Record?" prompt appears, select "Yes" and enter your initials as "J B P" with the date May 17. When the team-select menu appears, you'll find that 17 secret teams have been added to the available list, including all-star line-ups, rookie teams and even a "celebrity" squad featuring Newt Gingrich.

Cheat Passwords

Answer "Yes" at the "Keep Records?" screen, then enter one of the following codes at the "Enter Initials" menu (Note: The left arrow represents a backspace.)

- Start at Game 1 of the playoffs—Enter P, L, ←, A, Y, ↑, ←, O, F, ←, F, S, ←, ←, then enter any initials and date.
- Start at Game 5 of the playoffs—Enter C, H, ←, E, E, ←, S, Y, ←, ←, then enter any initials and date.
- Start at Game 1 of the finals—Enter F, I, ←, ←, N, A, ←, ←, L, S, ←, ←, then enter any initials and date
- Start at Game 7 of the finals—Enter N, O, ←, ←, V, I, ←, ←, C, E, ←, ←, then enter any initials and date
- Play the Shootout after the next game (even if you lose)—Enter S, H, ←, ←, O, O, ←, ←, T, O, ←, ←, U, T, ←, ←, then enter any initials and date.

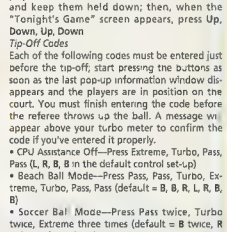
Team Select/Vs. Screen Codes

- Display Shot Percentage Indicator—After choosing your players, hold Shoot + Extreme (A + L in the default control set-up) until the "Tonight's Game" screen appears
- Unlimited Turbo—After choosing your players, hold Turbo (default = R) and keep it held down; then, when the "Tonight's Game" screen appears, press **Up**, **Down**, **Up**, **Down**
- Invisible Turbo Meters—After choosing your players, hold Turbo + Extreme (default = L + R) and keep them held down; then, when the "Tonight's Game" screen appears, press **Up**, **Down**, **Up**, **Down**

Tip-Off Codes

Each of the following codes must be entered just before the tip-off; start pressing the buttons as soon as the last pop-up information window disappears and the players are in position on the court. You must finish entering the code before the referee throws up the ball. A message will appear above your turbo meter to confirm the code if you've entered it properly.

- CPU Assistance Off—Press Extreme, Turbo, Pass, Pass (**L**, **R**, **B**, **B** in the default control set-up)
- Beach Ball Mode—Press Pass, Pass, Turbo, Extreme, Turbo, Pass, Pass (default = **B**, **B**, **R**, **L**, **R**, **B**)
- Soccer Ball Mode—Press Pass twice, Turbo twice, Extreme three times (default = **B** twice, **R** twice, **L** three times)



• Max. Rebound Mode—Press Pass, Pass, Extreme, Turbo, Extreme, Turbo (default = B, B, L, R, L, R)
• Rainbow Mode—Press Turbo five times, Pass twice, Turbo six times (default = R five times, B twice, R six times)
• Max. Power Push—Press Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice, Turbo twice, Pass twice (default = R, R, B, B, R, R, B, B, R, R, B, B, R, R, B, B)
• Max. Speed Mode—Press Extreme ten times, Pass three times (default = L ten times, B three times)
• Goaltend Mode—Press Extreme eight times, Pass, Extreme nine times (default = L eight times, B, L nine times)

Big Feet
At the "Big Head?" prompt, highlight "Yes" or "No" and hold **Left** on the D-pad while you make your selection; your player will have giant feet.

Random Select
At the team-select screen, hold **Up** and press Turbo (**R**) to choose a random team. Once your team has been chosen, you can hold **Up** and press Turbo again to choose two players at random.

Stealth Select
At the team-select screen, hold **Down** and press Turbo (**R**). Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked. If you just want to hide your players' stats from your opponent, hold **Left** and press Extreme (**L**); the stats will disappear.

NHL QUARTERBACK CLUB '97

Cheat Codes
At the main menu, choose "Play", then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different cheats and tricks in effect.
Landmine Mode—**X, X, Z, Z, X, X**
Fumbles—**X, X, L, X, X**
No Fumbles—**X, X, R, X, R, X**
Constant Turbo—**X, X, Y, Y, X, Y**
Crappy Team—**X, X, Y, R, X, Y**
Big Players—**X, X, Z, Y, X, Z**
Small Players—**X, X, Z, Z, X, Z**
Shadow Players—**X, X, Z, L, X, Z**
Long Range (allow 100-yard throws and kicks)—**X, X, Z, R, X, Z**
Super Slow Motion—**X, X, L, Z, X, L**
Super Fast Game—**X, X, L, L, X, L**
Super Team—**X, X, R, Y, X, R**
Super Slippery—**X, X, R, Z, X, R**
Short, Fat Players—**X, Y, Z, Y, X, Z**
Tall, Skinny Players—**X, Y, Z, Z, X, Z**
Eight Downs per Series—**X, Y, L, Y, X, L**
Activate All Possible In-Game Cheats—**X, X, R, R, X, R**

Secret Teams
At the team select menu, press **L, Y, R, R, L, R**. This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All-Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams. Look for Nikos, Betty and the rest of the *Tips & Tricks* staff on the "VideoGames" team.

NHL ALL-STAR HOCKEY

Crazy Codes
To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press **L+R+X+Y+Z** simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.
• Press **L+R** during the national anthem for giant players.
• Press **A+B** during the national anthem for short players.
• Press **A+Y+Z** during the national anthem for upside-down players.
• Press **X+Y+R** during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
• Press **A+X** during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

Player Power-Up
To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the **A, B, C, X, Y** and **Z** buttons down and press **Up**, you'll see the total in the "Point Pool" jump to 600. Use the extra points to give your new player a perfect rating of 100 in every category; you can create a whole team of superhuman players.

NHL POWERPLAY '96

Secret Team
At the main menu, choose "New Game" or "Quick Start", then quickly hold **A + Y + C** before the screen fades to black. Continue to hold the buttons down until the team select menu appears; when it does, you'll find a powerful new team with a 99 rating, the Rad Army.

NIGHT WARRIORS: DARKSTALKERS' REVENGE

Extra Turbo Speed
At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: **X, X, Right, A, Z**. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu
Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press **B, X, Down, A, Y**. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:
• "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.
• "Max Round" lets you change the round counter from three to one or five.
• "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).
• "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
• Like the previous two choices, "CPU Color" gives you the ability to choose characters' colors with the "Classic" *Darkstalkers* colors.
• "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.
• "BGM Test" lets you listen to the game's music.

"Pause" Code
At the "Option Mode" menu, highlight "Screen Size" and quickly press **A, C, Y, Y, Up**. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press **START** to pause, the screen will not darken and the word "Pause" will no longer appear.

OFF-WORLD INTERCEPTOR EXTREME

Extra Money
At the Options menu, quickly press **A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L**. You should hear a voice to confirm the code; now you have lots of extra cash to upgrade your vehicle.

PANZER DRAGOON

Space Harrier Mode
Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press **START** at the first title screen, then press **Up, X, Right, X, Down, X, Left, X, Up, Y, Z** while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.

Infinite Continues
Press **START** at the first title screen, then press **Up, X, Right, Y, Down, Z, Left, Y, Up, X** while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

Invincibility
Press **START** at the first title screen, then press **L, L, R, R, Up, Down, Left, Right** while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.

Stage Select
Press **START** at the first title screen, then press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z** while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Suicide Maneuver
Press **L, R, A, B**, and **C** all at the same time, your dragon will take a dive right away and the stage will start over.

Level 0
At the difficulty/options title screen, enter **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R**. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

New Weapons
At the difficulty/options title screen, enter the code **Up, X, Right, Y, Down, Z, Left, Y, Up, X**. To select a weapon, hold down one of the action buttons at the Episode 1 screen: Hold **A** or **X** for normal weapon, **B** for red lasers, **C** for sidewinders, **Y** for multi-shot, or **Z** for wide shot.

Dragon-Only Mode
First, enter the "New Weapons" code as shown above. Next, at the same screen, press **Left, Left, Right, Right, Down, Up, Down, Up, L** button, **R** button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

Sega Logo Man
Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon*'s demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the **X, Y** and **Z** buttons and press **START**. Now you can manipulate the image with Controller 2 as follows:
Right—Rotate screen clockwise
Left—Rotate screen counterclockwise
A+Right—Rotate image clockwise
A+Left—Rotate image counter-clockwise
Down—Zoom in
Up—Zoom out
A+Down—Tilt backward
A+Up—Tilt forward
X or **Y**—Hold either of these buttons to change the character's shading
A+B+C—Reset to the initial position and shading
When you're finished playing with the polygons, press **START** on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

PANZER DRAGOON II ZWEI

Radar Change
At any time during the game, if you hold the **A** button on Controller 2, the radar will change from a top-down scanner to a side-view radar that shows how high your enemies are from the ground; you'll see a tiny triangle representing each foe.

PEBBLE BEACH GOLF LINKS

Secret Video Menu
Start a game of *Pebble Beach*, then hold **Right** on the D-pad, also hold the **X** and **Z** buttons and press **RESET** on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press **A** or **C** to start any scene; **B** brings you back to the menu.

Gallery Code
Start a game, hold **Down** and **B** button and press **RESET** on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

RAMPAGE WORLD TOUR

Stage Select
When the game is loading, you'll see a black screen with messages that say "Internal memory will be used for autosave" and "Press START." When this screen appears, quickly hold **X + Y + Z** and press the **L** button; the words "Cheats enabled!" should appear. Now start a game; when the name of the next city appears on the screen with the "Day" number at the bottom, use the D-pad to select a different city before the "Now loading" message appears. Press **Up** or **Down** to cycle through the different countries and press **Left** or **Right** to change cities; you can even access all of the secret stages.

Alternate Ending
When you beat the game and the ending sequence sequence begins, press **A + B + C** and continue to hold them down; if you do this, you'll see Dr. Veronica get an extra "surprise" just before the credits roll.

RAYMAN

Infinite Continues
When you lose your last life and the Game Over/Continue screen appears, press **Up, Down, Right, Left**. Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Infinite Lives
At any time during the game, press **START** to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the **A** button, press **B+Right** on the D-pad simultaneously and release, press **B+diagonal Down/Left** on the D-pad and release, press **C+Y+Z** simultaneously and release, then release **A**. Press **START** to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

RESIDENT EVIL

Battle Mode
When you beat the game, a new option called "Battle Mode" will appear at the main menu; it's a timed challenge mode in which you must make your way through the house and kill all of the monsters as quickly as possible. To access this option without having finished the game, hold **X + Y + Z** and press **START** on Controller 2 while the words "PRESS START BUTTON" are flashing on the title screen; the "Battle Mode" will be added to the main menu options. Note: You must have a saved game to play in Battle Mode.

Alternate Uniforms
Choose "New Game" from the main menu, then select a character. When the full-motion video scene begins—the one that starts with the words "1998, July"—hold the **L** and **R** buttons on Controller 2 until the game starts. Now your character will appear with a modified costume; Chris appears in dark blue and Jill has a shorter shirt that shows off her belly button.

REVOLUTION X

Find Ali Aerosmith Members
Tom Hamilton—On the roof of Club X, watch to see if the screen scrolls to the right or left. Once inside, after the ticket window you can choose to go right or left; choose the direction the screen scrolled on the roof. Now shoot the bathroom sign to go into the bathroom; you'll find Tom Hamilton in the last bathroom stall.
Steven Tyler—Go into Club X and use CDs to shoot the two swordfish above the mirror. Next, shoot the mirror; you'll go through the mirror to a secret room. Shoot the light switch and the two bad guys that appear; you'll go up the ladder to find Steven Tyler.
Joe Perry—In the Amazon Jungle, after you reach the first green skull, kill it by shooting it repeatedly in the eye and mouth sockets. Continuing down the hallway, shoot the elevator button, once inside, shoot the button for floor three. You'll see a bunch of girls tied up; use CDs to shoot the two halves of the circular grate behind them. You'll head outside and see Joe Perry flying by.
Joey Kramer—In the Middle East, shoot the noses of the first three sphinxes that appear and get the gold CD that comes out of the sphinx's mouth. You will then stop to pick up Joey Kramer.

KILL THE BOSS.

(yeah, him.)

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Brad Whitford—When you reach the area with the crates in the Pacific Rim, notice that the gates are numbered. Go through Gate 1 (by shooting a CD at it) then go right and go through Gate 3. You'll go through and move to the right, past Gate 6. You'll see three boxes stacked to the right of Gate 7; shoot the top box and quickly shoot the Arrow icon that appears. You'll keep going right, then down a corner where you're attacked by forklifts. You'll find Brad Whitford on a forklift at the end of the hall.

RISE 2: RESURRECTION

Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

Vitriol –**Right, Right, Right, Up, Up, Down, Left, Left, Down, Down**

Supervisor –**Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up**

Assault—**Right, Up, Up, Right, Down, Right, Up, Up.**

Mayhem—**Left, Right, Down, Left, Up, Left, Down, Left, Down**

Anil 8—**Up, Right, Down, Right, Right, Up, Left, Up**

SATURN BOMBERMAN

Stage Select

To start at any stage in "Normal" mode with all power-ups, enter any of the following codes when the words "PRESS START BUTTON" are flashing on the title screen:

Stage 1-1—Hold **L** + **R** + **A** and point the D-pad in the **Up/Left** position

Stage 2-1—Hold **L** + **R** + **B** and point the D-pad in the **Up/Left** position

Stage 3-1—Hold **L** + **R** + **C** and point the D-pad in the **Up/Right** position

Stage 4-1—Hold **L** + **R** + **X** and point the D-pad in the **Up/Left** position

Stage 5-1—Hold **L** + **R** + **Y** and point the D-pad **Up**

Ending sequence—Hold **L** + **R** + **Z** and point the D-pad **Down**

To cancel any of the above codes while you're still at the title screen, just press **X** + **Y** + **Z**.

Extra Lives

If you play in "Normal" mode between the hours of 10:00 AM and 11:00 AM, you'll start with six lives instead of three. To get the extra lives at any other time of day, just access the Saturn's "System Settings" menu and set the clock to 10:00 AM.

Secret Characters + Extra Difficulty Level

Choose "Battle Game" from the Game Mode menu; when the "Which Mode?" prompt appears, hold **L** + **R** until you hear a signal. When you reach the Rules menu, you'll find that the "Com Level" can now be set to "4", and when you reach the character-select menu, you'll find two new bombers, Manto starts each battle equipped with the Power Glove and Yuna starts each battle equipped with the Roller Skates

Change Time of Day

Choose "Stage" from the Battle Game set-up screen; when the stage select screen appears, hold **X** + **Y** + **Z** until you hear a signal. Now you can press **Up** or **Down** on the D-pad to change the time of day to morning, noon, dusk or night.

SCUD: THE DISPOSABLE ASSASSIN

Stage Skip

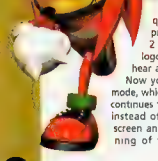
At the title screen, hold the D-pad in the **Down/Right** position, hold **Y** and press **START**, you should hear a series of answering machine messages at the next screen. Now start the game; to skip to the next stage, press **START** to pause and enter the appropriate code as follows

D-Pad mode—Press **L** + **R** simultaneously

Gun Mode—Press the trigger to highlight "Quit", press **START**, press the trigger to highlight "Yes", press **START**

SEGA AGES VOL. 1

After Burner II Arcade Mode



Choose *After Burner II* from the main menu, then—while the game is loading—grab Controller 2 and wait for the Sega logo to appear. When it does, quickly hold **A** + **C** and press **START** on Controller 2 before the *Sega Ages* logo disappears; you should hear a voice say, "Get ready ".

Now you're playing in Arcade mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Use the **L** button to add credits when the "Insert Coin!" message is flashing.

After Burner II Arcade Operators' Menu

After entering the "Arcade Mode" code above, hold **X** + **Y** + **Z** and press **START** while the "Insert Coin!" message is flashing on the screen. A diagnostic menu will appear that's identical to the original arcade game's operator adjustment screen. From here, you can view the game's bookkeeping stats, check DIP switch assignments and even access a sound test

After Burner II Bonus Options

Choose "Options" from the main menu, then press the **R** button three times at the Options screen; a bonus options menu will appear, giving you the ability to record your performance in the game and save it to the Saturn's internal memory. If you want to watch an *After Burner II* champ kicking butt in a near-perfect game, use the "Trace Load" option to load the recorded game called "Demo," then set the "Trace" option to "Play", start the game and watch it go. This demo also includes all of the messages from the game's "Story" mode (see below)

After Burner II "Story" Mode

During a game of *After Burner II*, players can call up special messages and bonuses that give you the basic elements of a storyline involving a kidnapped princess. This only works at the start of certain stages; to see the messages, you must hold specific buttons down at the very beginning of the stages indicated below; if you have an idea of when each stage is about to end, it's easier to enter the codes because you can hold the buttons down before the game switches from one stage to the next. Here's a listing of the stages and the buttons you need to press; remember to hold the buttons as close to the start of the stage as possible and keep holding them down until the message appears.

Stage 1—Hold **A** + **B** + **C**

Stage 3—Hold **A** + **Z**

Stage 5—Hold **A** + **B** + **C**

Stage 9—Hold **A** + **B** + **Right**

Stage 11—Hold **A** + **Left**

Stage 13—Hold **A** + **B** + **C**

Stage 16—Hold **A** + **B** + **L** + **Down/Right**

Stage 19—Hold **A** + **L**

Stage 21—Hold **A** + **B** + **C** + **X** + **Y** + **Z** + **L**

Stage 23—Hold **A** + **B** + **C**

In addition to seeing the secret messages, some of these codes will also reward you with 100 missiles (Stages 3, 5, 9 and 11) or bonus points (Stages 11 and 21). Note: If you are using an analog controller in analog mode, use the following chart instead of the above codes:

Stage 1—Hold **A** + **C**

Stage 3—Hold **A** + **C** + **Z**

Stage 5—Hold **A** + **C**

Stage 9—Hold **A** + **C** + **Down/Right**

Stage 11—Hold **A** + **C** + **Left**

Stage 13—Hold **A** + **C**

Stage 16—Hold **A** + **C** + **Down/Left**

Stage 19—Hold **A** + **C** + **L**

Stage 21—Hold **A** + **C** + **L**

Stage 23—Hold **A** + **C**

Out Run Bonus Options

At the main *Out Run* menu, put the cursor next to "Options", hold **A** + **C** and press **START**. You'll find a new option called "Cornering" near the bottom of the options menu; this allows you to adjust how well your car's tires grip the road.

Also at the Options menu, put the cursor next to "Game Mode", hold **A** + **C** and press **Left** or **Right** until you see two new settings called "Overseas (Smooth)" and "Japan (Smooth)." If you choose one of the "Smooth" settings, you can play the game at a super-smooth 60 frames-per-second, a screen-refresh rate that's twice as high as the original game's 30 fps

SEGA RALLY CHAMPIONSHIP

Secret Course

At the main menu, hold the **X** and **Y** buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.)

Secret Car

At the main menu, press **X**, **Y**, **Z**, **Y**, **X** on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press **Left** find the automatic Stratos at the Arcade car-select menu or press **Right** to choose a Stratos with manual transmission.)

SHELLSHOCK

Cheat Menu

Press **START** at the main menu, then—when the hangar appears—press **Down, Up, Down, Up, Up, Up, Up, Up, Down, Down, A, A, A.** A cheat menu will appear with three options.

- LEVEL: Press **C** to change the level number to any of the game's 25 stages. When you press **B** to exit the cheat menu, enter the briefing room to start at the level you chose.
- "INVULNERABILITY": Yes, it's a whopper of a spelling error, but this option will also make you invincible during the game if you turn it on with the **C** button
- FULL UPGRADES: Press **C** to activate this option, then go to the workshop area and access the status computer. Surprise! Your tank's been fully equipped with all of the upgrades in the game—plus you've got an extra $50,000 to spend in case Props decides to break out some of those microwave ovens or VCRs he keeps telling you about

SHINOBI LEGIONS

999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the **L** and **R** buttons on top of the controller and press **C**, **A**, **B**. The number of Shurikens will change to 999.

99 Lives

Press **START** at the first title screen, then highlight the words "Game Start" and press **A**, **Z**, **B**, **Y**, **C**, **X**, **START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

Expert Mode

Press **START** at the first title screen, then highlight the words "Game Start" and press **A**, **B**, **C**, **B**, **A**, **START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.

Stage Select

Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press **A**, **B**, **A**, **B**, **C**. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it.

SKELETON WARRIORS

Invincibility

At any time during the game, press **START** to pause, then press **C**, **Right**, **A**, **Z**, **Y**, **Left**, **A**, **Right**, **Down**, **B**, **A**, **B**, **Y** ("crazy lard baby"). When you press **START** again to return to the game, you'll find that your character is now invincible.

Infinite Lives

At any time during the game, press **START** to pause, then press **B**, **A**, **Down**, **B**, **A**, **Left**, **Down**, **Right**, **Y**, **Up** ("bad bard Ryu"). When you press **START** again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives maxed out—as if you could ever use up 99 lives.

Infinite Crystals

At any time during the game, press **START** to pause, then press **Left**, **A**, **Z**, **Y**, **C**, **Right**, **A**, **B**, **B**, **Y**, **Down**, **A**, **Down**, **Down**, **Y** ("lazy crabby daddy"). When you press **START** again to return to the game, you'll find that your crystals counter has jumped to 80. Press the **Z** or **C** button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.

Stage Select

At any time during the game, press **START** to pause, then press **Left**, **Up**, **C**, **C**, **Y**, **Left**, **Up**, **C**, **C**, **Y**. Press **START** again to return to the game, then hold **A** + **B** + **C** and press **START** to reset. Now choose "Options" from the title screen, you'll find a new stage-select option called "Test Start" at the top of the menu.

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

Secret Teams

At the main menu—the one that says "Exhibition Game/ New Season" etc.—press **Left**, **Right**, **Up**, **Down**, **R**, **L**, **A**, **Down**; you'll hear a buzzer. Now immediately press **Left**, **Right**, **Up**, **Down**, **R**, **L**, **A**, **Up**; you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters" team.

Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **C** or **START**, as soon as the screen starts to fade to black, *immediately* enter one of the following codes.

Big Head Mode: Tap the **X** button quickly and repeatedly until the tip-off.

Tiny Player Mode: Tap the **Z** button quickly and repeatedly until the tip-off.

Shot Percentage Indicator: Press the **L** button and hold it down until the tip-off.

After the tip-off, press the **START** button to pause, then press it again to return to the game, you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in

SOLAR ECLIPSE

Cheat Codes

Each of the following codes should be entered while the game is paused and the "Chase Plane View/Cockpit View/Sound/Abort Mission" menu is on the screen:

Invincibility: **Right, Down, Down, Left, Right, A, START, C, A, Left**

Ammo re-supply: **Right, Down, Down, Left, START, C, Up, Down**

Scatter weapon: **Right, Down, Down, Left, START, A, Left, A, Down**

Energy Sponge: **Right, Down, Down, Left, B, Up, START, Y**

Secret undersea level: **Right, Down, Down, Left, START, Up, B**

Secret "Corkscrew" level: **Right, Down, Down, Left, START, C, Right, Up**

Secret "Trench" level: **Right, Down, Down, Left, Right, Right, Down, Down**

Secret "Fade to Black" level: **Right, Down, Down, Left, X, Y, Z, Z, Y**

Secret "Chowder" level: **Right, Down, Down, Left, Y, Down, Down, Up, Right, C**

Secret "Heads Up" level: **Right, Down, Down, Left, C, Right, A, Z, Y**

Secret "Horde" level: **Right, Down, Down, Left, C, Up, Down**

Secret "Off-World" level: **Right, Down, Down, Left, Right, A, C, Y, C, A, Right**

SONIC 3D BLAST

Cheat Mode

At the title screen—while the words "Press Start" are flashing—hold the **C** button and press **START**. Now start the game; to use a cheat, just press **START** to pause the game and press any of the following buttons:

A—Skip ahead one stage

B—Skip ahead three stages

C—Skip to Panic Puppet Zone, Act 3

X—Add one extra life

Y—Add one emerald

Z—Earn all Chaos Emeralds

SONIC JAM

Automatic Movie Playback

Choose "Sonic World" from the main menu, then enter the Movie Theater. When the movie menu appears, highlight any of the available movies, hold **X**, **Y** or **Z** and press **A** or **C**. After the movie you chose is finished, you'll see all of the other movie scenes from the Movie Theater menu, one after another, without returning to the menu after each one. Press **START** to exit.

STEEP SLOPE SLIDERS

Secret Characters

To unlock four secret characters, you must perform specific tasks as follows. Once you've done any of these tasks, press **L** or **R** at the character-select screen to call up a second menu with the secret character(s):

- To unlock "Boy," finish with the best time on "Extreme."
- To unlock "Racer," finish with the best time on "Alpine."
- To unlock "Alien," finish with the best stunt score on "Snowboard Park."
- To unlock "Baldy," finish with the best stunt score on "Half Pipe."

More Secret Characters

To unlock seven additional secret characters, you must first accomplish two things.

1) Unlock the first four secret characters as described above

2) Pick any course and finish that same course with all eight characters, one at a time

Once you've done this, follow the instructions below to find the extra characters:

- To play as a girl with glasses, hold **L** and select "Boy" with the **A** button.
- To play as a dog, hold **L** and select "Baldy" with the **A** button

• To play as a Mech, hold L and select "Racer" with the A button.
• To play as a UFO, hold R and select "Alien" with the A button.
• To play as an Anime girl, hold R and select "Boy" with the A button.
• To play as a penguin, hold R and select "Baldy" with the A button.
• To play as "Steep Slope Shooter Man," hold R and select "Racer" with the A button.

Secret Courses

To unlock four secret courses, you must first accomplish two things.

1) Un ock the first four secret characters as described above

2) Pick any course and finish that same course with all eight characters, one at a time

Once you've done this, follow the instructions below to find the extra courses

Asteroid—Hold L + R while selecting the "Extreme 00" course

Artificial Valley—Hold L + R wh e selecting the "Extreme 01" course

South Pole—Hold L + R while selecting the "Extreme 02" course.

Astro Pipe—Hold L + R while selecting the "Extreme 03" course

Alternate Costumes

When selecting a character, hold the Z button and press A; each of the game's 15 characters has an alternate outfit that can be chosen this way.

Hidden Bonus Game

At the main menu, highlight "Options" and hold L + R + X + Y + Z + B + C; when the Option menu appears, continue to hold those buttons down and choose "Exit" with the A button. You'll access a secret mini-game called "Steep Slope Shooters," complete with storyline and introductory demo

STREET FIGHTER ALPHA

Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires

Player 1—Highlight Ryu, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ryu with the Jab button (the default is X on the Saturn.)

Player 2—Highlight Ken, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ken with the Fierce button (the default is Z on the Saturn.)

When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar

Fight Akuma First

Hold the L and R shift buttons and press B when selecting a character. Continue to hold all buttons until the start of the match

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown be ow. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and press ng Down.

M. Bison (Player 1)—Hold the L button and press **Left, Left, Down, Down, Left, Down, Down**, then **X+Y** simultaneously

M Bison (Player 2)—Hold the L button and press **Right, Right, Down, Down, Right, Down, Down**, then **X+Y** simultaneously.

To choose the alternate-color Bison, end the code by pressing **A+B** simultaneously instead of **X+Y**

Akuma (Player 1)—Hold the L button and press **Left, Left, Left, Down, Down, Down**, then **X+Y** simultaneously.

Akuma (Player 2)—Hold the L button and press **Right, Right, Right, Down, Down, Down**, then **X+Y** simultaneously

To choose the alternate-color Akuma, end the code by pressing **A+B** simultaneously instead of **X+Y**.

Dan (both players)—Hold the L and R buttons and press **Y, X, A, B, Y**.

To choose the alternate-color Dan, press **Y, B, A, X, Y**.

STREET FIGHTER ALPHA 2

Extra Sakura Colors

Choose Survival Mode and highlight Sakura at the character-select screen. Hold the **START** button for one second, release it, then press **Up, Left, Down, Left, Down, Down, Down, Right, Up, Up, Right**. The cursor should be on Ryu. Now hold the **START** button for one second and press an action button before you release **START**. Ryu will magically change to Sakura. This gives you access to six extra color schemes for Sakura (depending on which button you press) for a total of 12

Note: to do this on the Player 2 side, the moves are **Up, Left, Down, Left, Down, Right, Down, Left, Left, Up, Right, Right, Up, Left, Up, Right, Right**

Play as "Classic" Chun-Li

At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the **START** button for at least three seconds, then press any button to choose her before releasing **START**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*, now her fireball is a "charged" move

Play as "Classic" Zangief

At the character-select screen with the "shortcut" turned off, highlight Zangief, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu Adon, Chun-Li, Guy, Ken, Zangief. Now press and hold **START** for one second, then press an action button to choose Zangief before releasing **START**. Now Zangief plays the way he did in *Street Fighter II Champion Edition*; no air blocking, no Super moves, but a more powerful Piledriver. The D-pad directions for the above pattern is as follows: Start at Zangief, then **Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down.**

Play as "Classic" Dhalsim

At the character-select screen with the "shortcut" turned off, highlight Dhalsim, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Zangief, Sagat, Charlie, Dhalsim. Now press and hold **START** for one second, then press an action button to choose Dhalsim before releasing **START**. Now Dhalsim plays the way he did in *Street Fighter II Champion Edition*, with no air blocking and no Super moves. The D-pad directions for the above pattern is as follows: Start at Dhalsim, then **Left, Down, Right, Up.**

Play as "Evil" Ryu

At the character-select screen with the "shortcut" turned off, highlight Ryu, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Akuma, Adon, Ryu. Now press and hold **START** for one second, then press an action button to choose Ryu before releasing **START**. Now Ryu has powers similar to Akuma's. The D pad directions for the above pattern is as follows: Start at Ryu, then **Right, Up, Down, Left.**

Play as "Shin" (True) Akuma

At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, Akuma. Now press and hold **START** for one second, then press an action button to choose Akuma before releasing **START**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down**

Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.

Mid-Level Boss

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the **START** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen You're play ng as Akuma

Super Street Fighter II Turbo: Play Against Akuma

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.

Super Street Fighter II Turbo: Remove Super Meter

At the character-select screen, choose your fighter with the X (Jab) button, then release X and quickly enter one of the following codes before the airplane flies across the map:

For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press Left and Right repeatedly on the D-pad while repeatedly tapping X

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press Up and Down repeatedly on the D-pad while repeatedly tapping X. If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.

Street Fighter Alpha 2 Gold: Play as Cammy

To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy in "Versus" or "Training" mode by highlighting M. Bison at the character-select screen and pressing the **START** button twice

Street Fighter Alpha 2 Gold: Alternate Characters

• To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison

• If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the

Street Fighter II Champion Edition version of Chun-Li, respectively

• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press **START** five times.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle" To do it, you must press **Up, B, Down, Z, Right, X, Left, Y** as fast as humanly possible at the character-select screen If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command

SUPER PUZZLE FIGHTER II TURBO

Play Against Devilot

To play against Devilot in a one-player game, you must accomplish five different things:

1. Defeat an opponent with n one minute n one round
2. Have at least one Super Combo.
3. Have a "Max Chain" of 4 or more.
4. Have a "Max Power Gem" of 20 or more
5. Reach Stage 7 without using any continues.

Play Against Dan

To play against Dan in a one-player game, you must accomplish five different things.

1. Never defeat an opponent within one minute n one round
2. Never perform a Super Combo
3. Have a "Max Cha n" of 3 or less
4. Have a "Max Power Gem" of 18 or less
5. Use at least one continue before reaching Stage 7

Secret Characters

Each of the following codes works at the character-select screen in all modes except Street Puzzle mode.

Akuma (Player 1)—Highlight Morrigan, hold **START**, press **Down, Down, Down, Left, Left, Left**, then **A** or **B**

Akuma (Player 2)—Highlight Felicia, hold **START**, press **Down, Down, Down, Right, Right, Right**, then **A** or **B**

Dan (Player 1)—Highlight Morrigan, hold **START**, press **Left, Left, Left, Down, Down, Down**, then **A** or **B**

Dan (Player 2)—Highlight Felicia, hold **START**, press **Right, Right, Right, Down, Down, Down**, then **A** or **B**

Devilot (Player 1)—Highlight Morrigan, hold **START**, press **Left, Left, Left, Down, Down, Down**, then **A** or **B** (same as Dan code, but you must press the last button at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold **START**, press **Right, Right, Right, Down, Down, Down**, then **A** or **B** (same as Dan code, but you must press the last button at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's Sister (Player 1)—Highlight Morrigan, hold **START**, press **Right**, then **A** or **B**

Hsien-Ko's Sister (Player 2)—Highlight Felicia, hold **START**, press **Left, Left**, then **A** or **B**

Anita (Player 1)—Highlight Morrigan, hold **START**, press **Right, Right**, then **A** or **B**

Anita (Player 2)—Highlight Felicia, hold **START**, press **Left, Left**, then **A** or **B**

Stage Select

In Vs. Mode, choose your character, then hold L + R + **START** and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage.

Donovan's stage—Press **B**

Hsien-Ko's stage—Press **A**

Sakura's stage—Press **X**

Felicia's stage—Press **C**

Akuma's stage—Press **Z**

Devilot's stage—Press **Y**

Morrigan's stage—Press **Up**

Chun-Li's stage—Press **Down**

Ryu's stage—Press **Left**

Ken's stage—Press **Right**

Dan's stage—Don't press any button

TEMPEST 2000

Stage Skip

Play the game until you've beaten the top score of 500,017, then enter the initials "D R L" in the top spot at the high score screen. With this code in place, you can skip stages at any time during the game by pressing the L and R buttons

THEME PARK

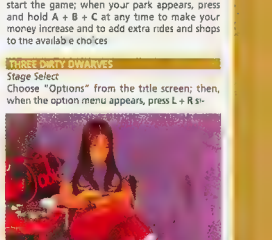
Cheat Code

Choose "Start New Theme Park" from the main menu, and enter your nickname as "DEAD". Now start the game; when your park appears, press and hold **A + B + C** at any time to make your money increase and to add extra rides and shops to the available choices

THREE DIRTY DWARVES

Stage Select

Choose "Options" from the title screen; then, when the option menu appears, press L + R si-



multaneously to access a password screen. Enter the password "MOSHOLU"; the words "Cheat Mode" will appear and you'll be able to choose any stage from the option menu.

TNN MOTOR SPORTS HARDCORE 4x4

Extra Nitro Power Ups

During the game, press **START** to pause, then press **C, Right, A, Z, Y, C, A, Right**. This gives you three extra Nitro boost power-ups. Note: This code will not work unless you have used up all of your nitros

Secret Truck

During the game, press **START** to pause, then press **B, Left, A, C, C, A, Right**. When you unpause, you'll be driving the secret black "Mother" truck

Secret Camera Setting

During the game, press **START** to pause, then press **Right, A, Left, Left, Y, Down, Up, Left, Left**. When you unpause, the default viewpoint will have been changed to a TV-style, multi-camera setting

Tank Mode

When playing in the "Devil's Kitchen" stage, press **START** to pause, then press **A, B, Right, A, C, A, Down, A, B, Right, A**. When you unpause, all of the trucks—including yours—will have been changed to tanks.

TOMB RAIDER

Stage Skip

During the game, press **START** to pause, then press **Down** and access the passport. Turn to the last page of the passport ("Exit to Title") and press **Z, Y, Z, Y, X, X, X, START**, you'll hear Lara moan to confirm the code. Now press **A**, instead of returning to the title screen, you'll skip to the end of the current stage.

ULTIMATE MORTAL KOMBAT 3

Ultimate Kombat Kodes

To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing. When the screen appears, enter any of the following codes with the **A, B, C, X, Y** and **Z** buttons quickly before the timer expires.

Mileena (700-723): Press **X** seven times, **A** seven times, **B** twice and **C** three times

Ermac (964-240). Press **X** nine times, **Y** six times, **Z** four times, **A** twice and **B** four times

Classic Sub-Zero (760-520). Press **X** seven times, **Y** six times, **A** five times and **B** twice

When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control; you'll find them in the middle of the character-select screen.

Free Play

To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press **Up, Up, Right, Right, Left, Left, Down, Down**. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue playing one-player game as many times as you wish

Cheat Menu

When the main title screen appears (with the purple skulls in the background) quickly press **C, R, A, Z, Y, C, Y, R, A, X**. You'll hear Shao Khan laugh to confirm the code; make sure you hear him laugh twice, because he usually laughs once at this screen anyway. Now when the stone-turning menu appears, high light, "Kombat" and press **Up**; a secret "?" option will appear. Press any button to find the secret "Cheats" menu; turn on the "Free Play", "Ermac", "Mileena" and "Classic Sub-Zero" options to get exactly the same results you'd get from Ultimate Kombat Kodes and Free Play code above; turn off "Fatality Time" to be able to take your time when trying to perform fatalities and use "1 Round Match" to start each battle with one round won for each player.

VIRTUA COP

Secret Cheat Code

During the opening demo, wait for the Sega logo to appear on a white background, then hold the **C** button on Controller 1 and press **Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Right**. You should hear two separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode", check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game, simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons. (If you're using a light gun, just pause, then aim outside of the screen and shoot to change weapons.) Available guns include a "Special" auto-fire weapon that never runs out of ammo. Note: If the Gun Select feature does not work, you must access the Saturn's System Settings menu and delete the *Virtua Cop* saved game file from the system memory. Once you've done this, reboot the game and reenter the code exactly as described above

See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the **X, Z** and **B** buttons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence

Extra Name Entry Time

At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials

VIRTUA COP 2

Warp to File 4

When the Stage Select menu appears, shoot repeatedly at the red arrow that's pointing down from the bottom of the "Beginner" box. Keep shooting until the timer runs down and you'll warp to the game's final stage, "Stop the Arsenal Bomb!"

Character Select

When the name of the file appears at the beginning of a stage, hold the **X, Y** or **Z** button until the game begins to play as your favorite character according to the following legend

- Hold **X** to play as Rage
- Hold **Y** to play as Smarty
- Hold **Z** to play as Janet

Secret Cheat Code

Note: This trick will only work if you have a light gun controller such as Sega's "Stunner" gun. Plug the gun in as Controller 1 and plug a standard controller into the Controller 2 port. Now load the game; when the title screen appears with the words "Press Start Button" flashing, press **Up, Down, Up, Down, A, X, B, Y, C, Z** on Controller 2; you should hear a gunshot to confirm the code. Now you have access to a "Free Play" continue setting at the main Option menu. You'll also find a secret third option screen with Mirror Mode, Bookkeeping and Big Head Mode options

VIRTUA FIGHTER

Boss Code

At the character select screen, quickly press **Down, Up, Right**, then **A+Left**. You'll hear a "swish" and you'll be playing as Dural

Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press **Up 12** times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**; you'll find a hidden Stage Select/Stage Size menu

Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the **L** and **R** buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press **Up 17** times and immediately press **START**, Dural will be added to the alternate character menu

Play Ranking Mode

To choose the Ranking mode without first beating the game, hold **Down/Right, C, Y, L** and **R** at the title screen and press **START**

Watch the Credits

Hold the **A** button down during the opening demos to see the names of the makers of *Virtua Fighter*

VIRTUA FIGHTER 2

Gold and Silver Dural

To play as the silver Dural, highlight Akira and press **Down, Up, Right**, then **A + Left** simultaneously. To select gold Dural, highlight Lion and press **Down, Up, Left**, then **A + Right** simultaneously. Both of these codes can be used by both Player 1 and Player 2.

VIRTUA FIGHTER KIDS

Gold and Silver Dural

See the instructions under *Virtua Fighter 2* above

Punch-Out!! Mode

First, beat the game with the difficulty set at "Hard". Once you've done this, start a game in Arcade mode. At the character-select screen, hold the **L** and **R** buttons when choosing your fighter. When the fight starts, you'll be battling in a first-person wireframe mode, similar to Nintendo's *Punch-Out!!* game

VIRTUA FIGHTER REMIX

Tips and Codes

All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.

VIRTUAL ON

Boss Code

At the title screen—while the words "Press Start Button" are flashing—hold **Down** on the D-pad and press **L + R** simultaneously. You'll hear an explosion to confirm the code. Now you can choose Jaguarandi at the Machine Select screen, just to the right of Raiden.

Alternate Colors

At the main menu, highlight the game mode you wish to play and choose it by pressing the **L** button. Now the Mechs have different colors

Secret Colors

At the title screen—while the words "Press Start Button" are flashing—hold **Up** on the D-pad and press **L + R** simultaneously. You'll hear an explosion to confirm the code. This changes both Raiden and Temjin to a secret, alternate color scheme

Change Camera Angle

During the game, press **X + Y + Z** simultaneously to switch to a different view

WORMS

New Weapons

At the Weapon Options screen, move the cursor so it is not pointing to the word "Exit", then press **C, Z, Z, C, Z, Z C, Z, Z**. The Cluster Bomb, Uzi and Mines options will be replaced with Banana Bombs, the Minigun and Exploding Sheep; now you can use these special weapons without waiting for them to appear in weapon crates during the game.

X-MEN: CHILDREN OF THE ATOM

Hidden Character (Player 1 Side)

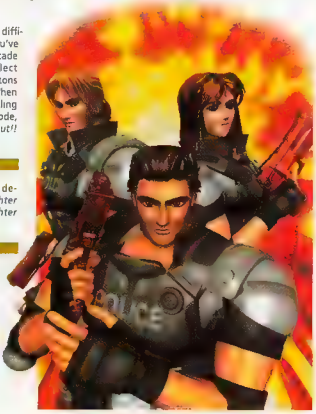
At the character select screen, highlight Spiral, wait for three seconds, then highlight the following characters in order for one second each: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai. (The movements for this sequence are as follows: **Left, Left, Left, Left, Right, Up, Right, Right, Down**.) When you stop on Silver Samurai, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously. (In the default control configuration, that's **A + C + Z**.) If you've done this properly—the trick is to count slowly and deliberately—the announcer will say "Silver Samurai", but Akuma will drop down from the top of the screen to take his place as your character

Hidden Character (Player 2 Side)

To do the Akuma code on the Player 2 side, highlight Storm, wait for three seconds, then highlight the following characters in order for one second each: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral. (The movements for this sequence are as follows: **Right, Down, Left, Left, Left, Left, Down, Right, Right**.) When you stop on Spiral, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously as above.

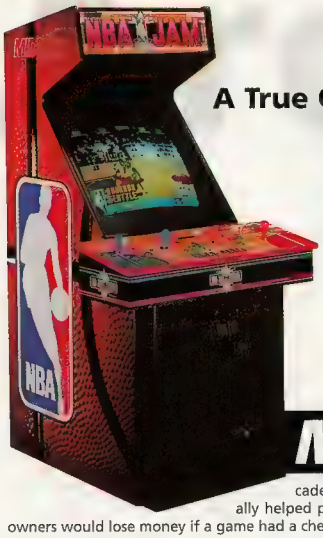
Screen Width Option

At the Option Mode menu, highlight "Difficulty" and press **Up, Down** ten times. A new option called "Screen Width" will appear at the bottom of the menu. Change it to "Arcade" mode and your character will be able to move a little bit further past the edges of the screen during battle



Arcade

A True Gamer's Paradise



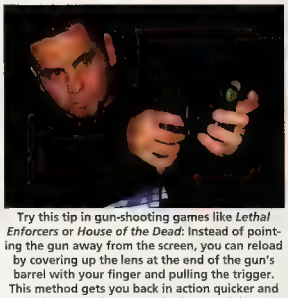
Most—if not all—arcade games feature a configuration menu which can only be accessed by pressing a button that's located inside the locked coin-op cabinet. This set-up screen from *Fighting Vipers* shows how arcade operators can change a game's speed, difficulty, "violence" settings and more.

SNK refined a popular trend by designing its Neo•Geo arcade cabinets with interchangeable games stored on large cartridges. For the ultimate in decadent home video-gaming, the company also offered this Neo•Geo console, which played the exact same games as the arcade (albeit with a slightly different cartridge configuration.)

Most of the earliest tips for arcade games were program "bugs" which players learned to exploit for extra points or more playing time. Some adventurous programmers put secret features into arcade games intentionally, but codes that actually helped players were frowned upon, because arcade owners would lose money if a game had a cheat code that helped kids to play all day on a single token.

Give credit to Midway for releasing two games which changed the way arcade games implement secrets; some would even argue that their phenomenal success was largely due to the secrets themselves! First, *Mortal Kombat* teased players with top-secret fatality moves, then dropped a bomb on cheat hounds by burying a secret character in the game so deeply that some players have never seen him! Next, *NBA JAM*'s hidden characters and power-up codes had kids going crazy for the entire summer of 1993 and beyond...and we *still* don't know if Felicia Turmell is really in the game!

With the cost of playing arcade games on the rise, we feel that there's nothing more frustrating than spending money to test out a new trick in an arcade game and finding out that it's bogus...or that it hasn't been explained clearly enough. The tips on the following pages have been tested thoroughly, and—like all of the other tips in this *T&T* Codebook—we tried to explain everything clearly so that they work the very first time.



Try this tip in gun-shooting games like *Lethal Enforcers* or *House of the Dead*: Instead of pointing the gun away from the screen, you can reload by covering up the lens at the end of the gun's barrel with your finger and pulling the trigger. This method gets you back in action quicker and helps you to keep enemies in your sights.

ALPINE SURFER

Secret Character

Insert your tokens or quarters. (Some machines may send you to the Mode Select screen automatically; if not, press **START.**) Next, press and hold the Left and Right **SELECT** buttons and press **START** seven times. You should hear a chirp; now you're playing as the hidden penguin character

AQUA JET

Penguin Code

When the screen says "Press Start Button", press the **START** button while squeezing the accelerator. At the "Course Selection" screen, enter the following code:

1) Hold the steering column **Up**, press **START**, then release.
2) Hold the steering column **Down**, press **START**, then release
3) Hold the steering column **Down**, press **START**, then release
4) Hold the steering column **Up**, press **START** and squeeze the accelerator simultaneously

You should hear a yell; now you're playing as a penguin

Mirror Mode

When the screen says "Press Start Button", press the **START** button while squeezing the accelerator. At the "Course Selection" screen, select a course by leaning **Left** (Novice) or **right** (Expert). Now enter the following code

1) Hold the steering column **Up**, press **START**, then release
2) Hold the steering column **Up**, press **START**, then release.
3) Hold the steering column **Down**, press **START**, then release
4) Hold the steering column **Down**, press **START** and squeeze the accelerator simultaneously

Now the course is a mirror image of its original. The course map appearing in the upper left corner of the screen is also mirrored and a "M" mark is lit. If your time is good enough to be entered into the ranking table, the "M" will be displayed beside your name

Penguin's World

Follow the instructions for the "Mirror Mode" code (above) but instead of the Up, Up, Down, Down sequence, use **Up, Down, Down, Up.** Now all waterbikes (including yours) will be ridden by penguins. A special music track for the Penguin's World will play and the course map will have a lit "P" mark. If your time is good enough to be entered into the ranking table, the "P" will be displayed beside your name. Also, if your time is the best, a replay will be shown. One penguin will appear for the Novice course and two penguins will appear for the Expert course

Penguin's Mirror Mode

Penguin's World

Follow the instructions for the "Mirror Mode" code (above) but instead of the Up, Up, Down, Down sequence, use **Down, Up, Up, Down.** This combines the "Mirror Mode" code with the "Penguin's World" code

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence

Secret Rooms

ENTRANCE #1—Shoot the first ten hangar windows while outside on the tarmac. Two of the windows must be shot quickly, in transition, right after the game starts. This entrance leads to the secret room called "X Marks the Spot."

ENTRANCE #2—Shoot the 15 windows on the right side of the Hangar in Wave 2 just after you enter. You will need two players to do this, and you must use several views of these windows to hit them all. This entrance leads to the secret room called "Tank Top."

ENTRANCE #3—In the Hangar (Wave 2), shoot out the three blue "emergency" lights during the first lockdown. You'll find one to the left and two to the right of the red tractor truck. (You have to be sharp to get the one on the left, because the "camera" pans quickly past it.) This entrance leads to the secret room called "Head Quarters."

ENTRANCE #4—Shoot all 15 of the windows at the back of the hangar in Wave 2. This is one of the easiest entrances to find; there are several lockdowns which you can use to get all of the windows. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #5—Shoot all of the exploding barrels and boxes just before and after you get on the forklift in the Hangar during Wave 2. Some of these are very difficult to hit; there are ten items in all. This entrance leads to the secret room called "Egg Cellent."

ENTRANCE #6—Shoot all 21 windows on the hut at the back of the hangar in Wave 2. You'll need to get all of the windows on the first floor as well as on the second story after you ascend the ladder. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

ENTRANCE #7—Shoot four key airplane canopies on the Back Tarmac in Wave 3. Some of these are very small and difficult to see against the dark of the night sky, so look for them carefully. This entrance leads to the secret room called "Head Quarters."

ENTRANCE #8—Shoot all of the exploding boxes after jumping onto the helicopter at the end of Wave 3 (The Back Tarmac)—there are 11 boxes in all. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

ENTRANCE #9—Inside the Admin Building in Wave 4, shoot out the first "EXIT" sign and the first three ceiling lights around it just after you go through the doorway into the first corridor. This entrance leads to the secret room called "Egg Cellent."

ENTRANCE #10—Shoot the two pictures on the desk in the Admin Building (Wave 4) as well as two name plates that appear on office doors later in the wave. The name plates read, "General R. Weatherby" and "Mike 'Dibman' Hally." This entrance leads to the secret room called "Head Quarters."

ENTRANCE #11—Shoot all of the weird pictures on the walls of the Admin Complex in Wave 4; there are 11 pictures in all. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #12—Shoot out all of the computer terminals in the War Room in Wave 5; there are 13 terminals in all. This one leads to the secret room called "Egg Cellent."

ENTRANCE #13—Shoot out all of the exploding barrels during the lockdown in the Bunker (Wave 6) where the zombies are throwing barrels at you. A total of 15 barrels must be hit. This entrance leads to the secret room called "Chow Palace."
ENTRANCE #14—Shoot all 24 of the objects on the pop-up section in the Bunker (Wave 6). It's very difficult to hit them all on your first try, so it's best to attempt this with two players. This entrance leads to the secret room called "Get a Life."

CRUISIN' USA

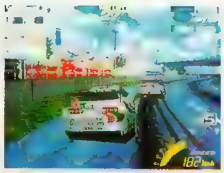
Extra Cars
In the garage where you can choose your car, press the **Cruisin' View 2** button. You'll find that you can now choose three new vehicles to drive: a School Bus, a Police Car and a Jeep.

CRUISIN' WORLD

Extra Vehicles
When choosing your car, press **View 2** or **View 3** to find extra vehicles.

DAYTONA USA

Reverse Tracks
All courses can be run in reverse. If you score high enough in this mode to earn a place on the ranking table, your name will appear with the letter "R" next to it.
Time Attack Mode
At the Transmission Select on screen, hold the **START** button and step on the accelerator. In Time Attack mode, only the cars controlled by players are shown in the action. If you score high enough to rank in this mode, the letters "T.A." are shown next to your record in the ranking table.
Hidden Music
If you play well enough to make the high score table, you can enter special initials at the Name Entry screen to hear music of some of Sega's classic games. Enter "H.O" to hear music from *Hang-On* or "V.R" for the music of *Virtua Racing*. Check the Saturn Tips section for a complete listing of initials that play special songs in the Saturn version of *Daytona USA*; many, if not all, of these will work in the arcade game.
Special Ending
To view a special ending scene, you must finish in third place or better in every course. On the "Twin Type" machines, this scene can only be viewed if just one player is racing.
Change Background Music
Press the View Change buttons while the game starts to access different music tracks.
Secret View
To get an overall view of the race condition during gameplay, hold the **START** button and simultaneously press View Change buttons 2, 3 and 4.
Beginner Course Tip
A slot machine hangs over the Beginner course. When driving near it, press the **START** button three times to stop the slots from turning. If you score all "7"s you will earn seven extra seconds of game time. If you score three "BAR"s you will earn five extra seconds of time. The only works



once per game and does not work on the "Twin Type" machines.
Intermediate Course Tip
If you drive into the elevated path just before the Pit Road, a billboard will appear with a message that says "You Just Lost Your Sponsors."
Expert Course Tips
• If you stop on the last corner, the sea gulls will get closer to your car.
• If you drive in the reverse mode on the second lap, the statue of Jeffry will be standing on its hands.
• If you stop completely near the Jeffry statue, you can make it spin by pressing the **START** button repeatedly.
• When the game starts, press the **START** button repeatedly to make the sea gulls become bigger and bigger, up to four times the normal size.
Special "Twin Type" Options
The "Twin Type" *Daytona USA* machines have two secret modes which can only be activated by the arcade owner or operator through the game's test menus. Ask your arcade operator to activate the "Grand Prix" or "Endurance" modes to make the races longer! In Grand Prix mode, the Beginner course is 20 laps, Intermediate is 10 laps and Expert is five laps; In Endurance mode, the Beginner course is 80 laps, Intermediate is 40 laps and Expert is 20 laps.
No Handicap Mode
Daytona USA keeps races close by increasing the top speed of any car that is not in first place, which gives all players a chance to catch up. To disable this option (on "Twin Type" machines only), press all four View Change buttons at the Course Select screen; a small white point will appear in the upper left corner of the screen. In multi-player races, No Handicap mode will only be activated if more than half of the players enter this code. If the machine is configured for Grand Prix mode or Endurance mode as described above, entering the No Handicap mode will have the added effect of wearing away your tires during the game, which will force you to pit in for fresh tires. The amount of tire wear depends on your mileage and speed.

FIGHTING VIPERS

Secret Surprise
Play the game as Candy (a.k.a. Honey) in two-player mode until the "win" counter above your energy bar reads 100 or more. Once Candy has a streak of 100 wins or more, have your opponent knock off Candy's lower-body armor; instead of just losing her leg armor, her skirt will disappear, too. If you play Candy vs. Candy, both players can lose their armor this way.
Play as B. Mahler
Note: This trick will only work on *Fighting Vipers* machines that have had 15,000 matches played on them, the only way to find out if your machine meets this criteria is to access the bookkeeping screens from the operator audit menu. At the character select screen, wait for the clock to count down to the 8-second mark, then quickly press and hold **START** and **Up** on the joystick. While continuing to hold **START** and **Up**, nudge the joystick to the upper-right or upper-left to move the cursor to the opposite side of the screen, one character at a time. (On the Player 1 side, start with Grace and move to the right, if you're Player 2, start with Picky and move left.) The joystick movement for Player 1 should look like this: ↗↗↗,↗↗↗↗ etc.—remember to keep holding the **START** button and keep the joystick **Up** as you're moving the cursor. When you pass the last character on the opposite side, the cursor should go off the screen and the character portrait should show the boss, B. Mahler.

GUNBLADE N.Y.

Special Attacks
• During the third and fourth stages of the Difficult course, shoot the androids' feet to knock them in the water; they will blow up on contact.
• After you defeat the boss character in the third stage of the Difficult course, he will run away. While he's retreating, shoot the oil drums and explosive boxes around him; if you do this, the boss at the end of the fourth stage will be partially destroyed when he appears.
Multiple Endings
• If you don't destroy the Missile Carrier truck at the end of the second stage in the Difficult course, your superior officer will hit you.
• If you finish either course without continuing, a group of butterflies will fly by.
• If you pull on the machine gun levers during the ending scene on the Easy course, a giant dragonfly will fly by. If you do this during the Difficult course ending scene, a submarine or a large shark will follow the ship.

HOUSE OF THE DEAD

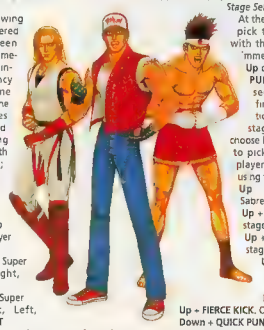
Special Endings
• If you save all of the innocent bystanders in the game from being killed, you'll enter a secret power-up room just after the limestone cave in the final stage.
• If you finish the game with a score of 62,000 or higher, you'll see the "good" ending.
• If you finish the game with a score of under 62,000 and the last digit of your score is "0", you'll see the "bad" ending.
• If you finish the game with a score of under 62,000 and the last digit of your score is not "0", you'll see the "normal" ending.
Secret Codes
Each of the following codes can be entered at the title screen which appears immediately after you insert your currency and the machine registers at least one credit. The codes must be entered very quickly using the triggers on both players' guns; "Left" refers to the trigger of the gun on the Player 1 side and "Right" refers to the trigger on Player 2's gun.
• Player 1 plays as Super G—Left, Left, Right, Left, Left, START
• Player 2 plays as Super G—Right, Right, Left, Right, Right, START
• Both players play as Super G—Left, Right, Left, Right, Left, Right, START
• Player 1 plays as Sophie—Right, Left, Right, Right, Left, Left, START
• Player 2 plays as Sophie—Left, Right, Left, Left, Right, Right, START
• Both players play as Sophie—Left, Right, Right, Left, Left, Right, START
• To display your score on the screen during the game—Left, Left, Left, Right, Right, START

INDY 500

Fifth View
To access a secret fifth camera view, switch to the fourth view during the race, then press any two **View Change** buttons simultaneously.
Mirror Mode
Hold the red **Zoom In** button while pressing **START** to begin your game. All of the track graphics and text will be flipped horizontally.
Mirror Mode + Power Steering
Hold both **Zoom** buttons while pressing **START** to begin your game. You'll be playing in "Mirror mode" and the steering wheel will turn more freely.
Note: The following tricks will only work on the "Twin Type" Indy 500 machines, not on the deluxe "DX" models.
Backwards Tracks
Hold the shift lever **Down** while starting a game. You'll be driving on the track in the opposite direction. Note that in a multiplayer game, the direction of the track is determined by the majority rule; that is, if you try this code in a multiplayer game, it won't work unless the majority of the players hold the shift lever **Down**.
Drive the Pace Car
After choosing a course—but before the race starts—step on the **Brake** and simultaneously press the **START** button, you'll be driving the Mustang pace car.
VS. Pace Cars
After choosing a course—but before the race starts—step on the **Brake** and simultaneously push the shift lever **Up**. This will change your opponents' cars to pace cars. Note that in a multiplayer game, this will only change the appearance of the cars which are controlled by your game board.
Front View
To see your car from front to back, switch to the third or fourth views during the race, then press the **START** and both **View Change** buttons simultaneously.
Position Markers
Hold the **START** button when changing views to make the cars' position numbers appear above the cars.
Trailer Tricks
At the Transmission Select screen, step on the **Brake** to close the door of the trailer that carries your car, or hit the **Gas** to watch the car come out of the trailer.
Bird Trick
When driving on the "Highland Raceway" track in "Backwards Track" mode (see above), a flock of birds will cling to your car. If you immediately make a U-turn and drive in the opposite direction, the birds will stick with you for the rest of the game.

KILLER INSTINCT 2

Play as Gargos
At the character select screen, point the joystick Up and hold it there while pressing the following buttons: **FIERCE PUNCH, MEDIUM PUNCH, MEDIUM KICK, FIERCE KICK, MEDIUM PUNCH, QUICK PUNCH, QUICK KICK, MEDIUM KICK**. If you've entered the code correctly, Gargos will appear as a playable character next to Maya.
Stage Select + Music Select
At the character-select screen, pick the fighter you want with the **START** button, then immediately press and hold **Up** or **Down** and one of the **PUNCH** or **KICK** buttons; see the chart below to find out which combinations lead to your favorite stages. The first player to choose his or her character gets to pick the stage; the other player can choose the music using the same method.
Up + QUICK PUNCH: Sabrewulf stage
Up + MEDIUM PUNCH: Maya stage
Up + FIERCE PUNCH: Glacius stage
Up + QUICK KICK: Tusk stage
Up + MEDIUM KICK. Fulgore stage
Up + FIERCE KICK. Orchid stage
Down + QUICK PUNCH: Jago stage
Down + MEDIUM PUNCH Gargos stage
Down + FIERCE PUNCH: T.J. Combo stage
Down + QUICK KICK: Kim Wu stage
Down + MEDIUM KICK Spinal stage
Down + FIERCE KICK: Sabrina stage
Down + MEDIUM KICK (both controllers): Sky Platform
Speed Settings
Hold one of the following button combinations at the "Vs." screen just before the fight begins.
Fast Speed—**Up** or **Down** + **MEDIUM KICK** or **PUNCH**
Ultra—**Up** or **Down** + **FIERCE KICK** or **PUNCH**
Normal—**Up** or **Down** + **QUICK KICK** or **PUNCH**



THE KING OF FIGHTERS '97

Secret Characters
Each of the following codes works at the character select screen, enter them after you've chosen the "Extra" or "Advanced" mode, as soon as the "1P" cursor starts to flash (or "2P" if you're on the right). If you've entered a code correctly, the screen will fade to black, then reappear with the additional character(s) at the bottom of the screen.
• Evil Iori—Hold the **START** button and quickly press **Left, Right, Left, Right, Left, Right**, then **A + C** simultaneously.
• Evil Leona—Hold the **START** button and quickly press **Up, Down, Up, Down, Up, Down**, then **B + D** simultaneously.
• Orochi Team—First, enter the Evil Iori and Evil Leona codes shown above, then hold the **START** button and quickly press **Up, Left, Down, Right, Up, Down**, then **B + C** simultaneously.

LAST BRONX

Weird Weapons

At the character-select screen, press the **START** button 13 times, then choose your character. This gives your fighter a special "funny" weapon. Zaimoku fights with a frozen tuna, Yusaku gets a toy train, Joe has corn, Lisa gets a soup spoon and spatula, Tommy fights with a cleaning brush, Yoko gets a folding umbrella, Kurosawa has a fan and Nagi gets a spoon and fork

MANX TT SUPER BIKE

Sheep Mode

At the Transmission Select screen, press **SHIFT UP, SHIFT UP, SHIFT DOWN, SHIFT DOWN**, lean the bike full **Left**, lean full **Right**, squeeze the **Brake** and **Accelerate**. If you've entered this sequence correctly, you'll be riding a sheep instead of a bike, and all of the other racers will be sheep, too

Time Trial Mode

At the Course Select screen, hold the **Brake** while choosing your course. You'll be racing in Time Trial mode, competing for the fastest lap time

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

Each of the following codes works at the character-select screen.

Shadow—Highlight Dhalsim, press and hold **START**, hold the joystick **Up** for five seconds. While holding **START** and **Up**, press **Jab** Punch and **Fierce** Punch simultaneously.

Mega Zangief—Highlight BlackHeart, press and hold **START**, hold the joystick **Left** for five seconds. While holding **START** and **Left**, press **Jab** Punch and **Fierce** Punch simultaneously.

Dark Sakura—Highlight the Hulk, press and hold **START**, hold the joystick **Right** for five seconds. While holding **START** and **Right**, press **Jab** Punch and **Fierce** Punch simultaneously

Mephisto—Highlight Omega Red, press and hold **START**, hold the joystick **Down** for five seconds, press **Jab** Punch and **Fierce** Punch simultaneously

U.S. Agent—Highlight M. Bison, press and hold **START**, hold the joystick **Up** for five seconds. While holding **START** and **Up**, press **Jab** Punch and **Fierce** Punch simultaneously

Armored Spider-Man—Highlight Ryu, press and hold **START**, hold the joystick **Down** for five seconds. While holding **START** and **Down**, press **Jab** Punch and **Fierce** Punch simultaneously.

MORTAL KOMBAT 4

Kombat Kodes

When the "Vs." screen appears just before a two-player match, use the **Low Punch**, **Block** and **Low Kick** buttons on both sides of the machine to change the symbols in the six boxes at the bottom of the screen. The numbers in the chart below represent the number of times you need to press each button, in order from left to right, to activate the codes as described. For example, to activate the "Throwing Disabled" code (100-100) both players should press the **Low Punch** button one time. You can advance through the symbols in reverse order by holding **Up** on the joystick, but be aware that there are only seven symbols; so if you want to enter the number "6", hold **Up** and press the corresponding button only once. Note: Codes marked with a "•" will only work on machines that are identified as "Revision 3" at the title screen.

• 001-001—Unlimited Run
123-123—No Power (both players start the match without energy)
012-012—Noob Saibot Mode
020-020—Red Rain (when playing on the mountaintop stage, the rain will be blood-red)
050-050—Explosive Kombat (the character that loses will explode into a pile of body parts when the round ends)
002-002—Weapons for both players are drawn and can not be knocked out of either player's hands
100-100—Throwing disabled
• 010-010—Maximum Damage disabled (allows for longer combos)
• 110-110—Throwing and Maximum Damage disabled
111-111—Free Weapon (a random weapon falls from the sky)
222-222-Random Weapon(start with Random Weapon)
333-333—Randper Kombat (both players randomly morph into other characters during the match)
444-444—Match begins with both players' weapons drawn
555-555—Many weapons are spread throughout the playfield
666-666—Silent Kombat (no music, only sound effects)
• 011-011—Play in Goro's Lair

NBA JAM

Special Guest Codes

Air Morris—WIL Jan 1
Oursler—SNO Jan 3
Rivett—RJR Jan 17
DiVita—SAL Feb 1
Turmell—MJT Mar 22
Newcomer—JRN Jun 18
Liptak—SL_ Jun 24
Scott—TON Jul 3
Howard—HOW Jul 15
Carlton—JMC Aug 5
Hey—JWH Sep 20
Petro—GNP Oct 8
Goskie—TWG Dec 7

Secret Power ups

Enter all codes at the "Tonight's Matchup" screen before the tip-off.

Power Up Defense: Tap **STEAL** or **BLOCK** exactly eight times at the matchup screen

Big Head: Hold **Up, TURBO** and **STEAL** until the tip-off

Power-Up Intercept: Hold the joystick **DOWN** and hold all three buttons until the tip-off

Power-Up Offense: Tap **STEAL** or **BLOCK** exactly 21 times at the matchup screen

Tank Game: Hold the joysticks **DOWN** and hold all three buttons on both sides of the machine.

NBA JAM TOURNAMENT EDITION

Special Guest Codes

Kinkead—DIE Jan 1
Air Morris—WIL—1/1
Oursler—SNO—1/3
Penacho—MDP—1/13
Rivett—RJR—1/17
Olajuwon—HAK—1/21
Gentile—JPG—1/23
Jarvis—EPJ—1/27
DiVita—SAL—2/1
Mourning—ZO_—2/8
Olivia—LOR—2/20
Boon—EJB—2/22
Simpson—JMS—2/22
Webber—WEB—3/1
Turmel—MJT—3/22
Macika—REM—3/26
Pontarelli—VJB—4/11
Lanhoff—JFL—4/16
Wilkins—DOM—4/16
Booty—MVB—4/18
Thomas—ZEK—4/30
Deal—LTD—4/30
Barker—PCB—5/9
Loffredo—ML_—5/25
Green—JDG—5/31
Dillon—JPD—6/3
Newcomer—JRN—6/18
Coleman—DCL—6/21
Liptak—SL_—6/24
Vogel—VOG—6/27
Mednick—CMM—7/2
Heager—JEH—7/13
Malone—KRL—7/24
Skiles—JMS—7/29
Sharpe—ROG—8/1
Carlton—JMC—8/5
Ewing—PAT—8/5
Robinson—ROB—8/6
Martinez—MAM—8/7
Gay—RMG—8/11
Davis—WBD—8/17
Tobias—TOB—8/24
Beran—SAB—8/29
Lasko—AML—8/31
Davies—RJD—9/3
Hey—JWH—9/20
Pippen—PIP—9/25
Forden—DWF—9/28
Petro—GNP—10/8
Hoskins—KER—10/10
Lowes—JML—11/4
Kamm—VLK—11/9
Heitsch—WMN—11/11
Kemp—KMP—11/26
Tsui—JYT—11/28
Brown—DEE—11/29
Granner—CG—12/4
Goskie—TWG—12/7
Dabelstein—DOZ—12/31

Secret Power-Ups

Aside from the "Team Swap" code, each of these tricks should be performed at the "Tonight's Matchup" screen before the tip-off.

Maximum Power: Hold **Down, TURBO, SHOOT, PASS** and **START** until the game begins.

Quick Hands: Hold **Down** and press **SHOOT** five times. After the fifth button press, keep holding **Down** and **SHOOT** until the tip-off

Baby-Size Players: Hold the joystick in the **Down/Right** position and press **TURBO, SHOOT, PASS, TURBO, SHOOT, PASS, TURBO, SHOOT, PASS**

Big Head #1: Hold **Up, TURBO, PASS** and **SHOOT** until the tip-off

Huge Head: Hold **Up** and **TURBO** and press the **PASS** button five times. On the fifth press, keep holding **Up, TURBO** and **PASS** until the tip-off.

Tournament Mode. Hold **Right** and hold down the **TURBO, SHOOT** and **PASS** buttons until the tip-off.

Shot Percentage Indicator: Rotate the joystick 360° and hit the **TURBO, SHOOT** and **PASS** buttons simultaneously seven times.

Power-Up Goaltending: Press any button (or combination of buttons) 24 times

Team Swap: At the "Halftime Substitution" screen, hold the joystick to the **Right** and hold the **PASS** button until the words "TEAM SWAP ENABLED" appear. Now you can use the **PASS** button to switch to a different team; use the **TURBO** button to swap players and press **SHOOT** to enter your selection.

NINJA MASTER'S

Boss Code

Player 1 side: At the character-select screen, highlight Kamui, then press **Left, Down, Left, Up, Left, Down, Left, Up, Right, Down, Right, Up**; the cursor should be on Unzen. Now press **C + D** simultaneously to complete the code; the bosses' picture boxes will appear on the screen.

Player 2 side: Highlight Sasuke, then press **Right, Down, Right, Up, Right, Down, Right, Up, Left, Down, Left, Up**; the cursor should be on Unzen. Now press **C + D** simultaneously to complete the code;

Time Attack Mode

At the character-select screen, highlight Kamui, then press **Down, Left, Up, Left, Down, Left, Up, Left, Down, Right, Right, Right, Right, Up**. Now with the cursor back on Kamui, press **C + D** simultaneously to complete the code, then choose your character. This code works in a one-player game only; it gives you a timer in place of the win counter above your energy bar and keeps track of Time Attack stats; look for totals at the end of each battle

POCKET FIGHTER

Secret Characters

Both of the following codes work at the character-select screen:

Akuma—Highlight Ryu and press **Left** on the joystick. Akuma will appear to Ryu's right.

Dan—Highlight Ken and press **Right** on the joystick. Dan will appear to Ken's right.

PRIMAL RAGE

Bowling

To bowl, both players must choose the character Armadon. Do the **Spinning Death** move (hold buttons **1 + 4** and move the joystick **Away, Toward, Down**) and collide in mid-spin three times in a row. A bowling game will pop up, with the humans as pins. Move the joystick to control the path of Armadon.

Volleyball

To play volleyball, play on the Cove stage (the beach with the temples on the sides). When a human rushes out after a combo, swat them into the air. You and your opponent must then hit the human back and forth (at least five or six volleys). Keep batting the little guy around until a volleyball net pops up out of the ground, complete with a referee on a tall chair.

Falling Cows?

One player must choose the character Chaos. When you reach the Ruins stage (with the buildings in the background), set-up a "Sudden Death" situation by having one character win the first match and letting the other character win the next one. Then, let the timer run down to zero without having either player hit the other. When the timer runs down until it is almost zero in the Sudden Death mode, lay a Fart of Fury into the air using Chaos (hold buttons **2 + 3** and move the joystick **Down, Toward, Up, Away**). The timer should be between the 1 and 2 "seconds left" mark when you let go. If your timing is perfect and the fart is in the air when the timer expires, you'll see cows falling from the sky instead of the usual shower of bricks.

RAMPAGE WORLD TOUR

Secret Codes

Each of the following codes must be entered when the name of the city is displayed at the beginning of a stage. The effect of each code lasts while the monsters are in that city only. A brief message will appear on the screen to confirm if a code has been entered correctly.

Fatty Foods

This code enables an individual monster to digest fatty foods better. All people eaten by this monster award three times their normal health increase. This code only works at the end of any Jumbo Jet ride, just prior to the start of a World Tour.

• George—Hold the joystick **Up**, press **Jump, Jump, Jump**
• Lizzie—Hold the joystick **Up**, press **Punch, Punch, Punch**
• Ralph—Hold the joystick **Up**, press **Kick, Kick, Kick**

Iron Guts

This code enables an individual monster to avoid stomach upset. The "bad stuff" that would normally make you puke now builds up a player's health. This code only works when you return to a U.S. city after taking a World Tour.

• George—Hold the joystick **Down**, press **Jump, Jump, Jump**
• Lizzie—Hold the joystick **Down**, press **Punch, Punch, Punch**
• Ralph—Hold the joystick **Down**, press **Kick, Kick, Kick**

Food-o-Rama

This code fills all buildings with "good stuff" to eat. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Washington, D.C., Moab, Nashville and Kodiak, as well as every fourth city in the World Tours that consist of more than three racks: London, Kiev, Casablanca and Rio.

• George—Press **Jump**
• Lizzie—Press **Punch**
• Ralph—Press **Kick**

Load Up Power-Ups

This code loads the city with every possible Special Power. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Philadelphia, Carbondale, Santa Fe and Honolulu

• George—Press **Jump, Jump**
• Lizzie—Press **Punch, Punch**
• Ralph—Press **Kick, Kick**

Secret Stages

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works when the name of the city appears before the start of four very specific stages:

1) Enter the code when "Atlanta" appears to warp to the food-rich world of "Suburbia".
2) Enter the code when "Louisville" appears and you'll end up in the top-secret "SCUMLAB Bioweapon Warehouse" rack.
3) Enter the code when "Fairbanks" appears to discover the steamy secret of Eustas Demonic's Underworld Connection"
4) Enter the code when "Phoenix" appears to learn what's hidden at the secret military base known only as "Area 69"

• George—Press **Jump, Jump, Jump**
• Lizzie—Press **Punch, Punch, Punch**
• Ralph—Press **Kick, Kick, Kick**

Skip Ahead 10 Stages

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Cleveland, Oklahoma City, Fargo and Reno

• George—Press **Jump, Punch, Kick**
• Lizzie—Press **Punch, Kick, Jump**
• Ralph—Press **Kick, Jump, Punch**

REAL BOUT FATAL FURY SPECIAL

Secret "EX" Characters

At the character-select screen, highlight Andy Bogard, Tung Fu Rue, Billy Kane or Blue Mary Press and hold the **START** button, press **B, B, C, C,**

then press and hold **B**, wait for one second, press and hold **C**, wait for one second, then press **A** or **D** to select the character. (You should still be holding **START** + **B** + **C** when you press **A** or **D** to finish the code.) Now you're playing as the alternate "EX" version of the character you chose.

Fight the Hidden Boss

When playing in one-player mode, you can fight the hidden boss character, Geese Howard, in a special "Nightmare" match if you meet all of the following criteria:

- You must not lose a single round.
- You cannot score a ranking of "C" or less in any battle
- Your score must be 750,000 or more before you reach the battle with Wolfgang Krauser

to hold it through the rest of the code. With Mitsurugi highlighted, press **Up, Down**. Move the cursor to Taki and press **Up, Up, Down, Down**, then move to Rock and press **Down, Up, Down, Up**. You'll hear a jingle to confirm the code; now press **Left** to find Hwang. To get Hwang on the Player 2 side, start with Ziegfried, then go to Li Long and Volgo.

SAMURAI SHODOWN IV: AMAKUSA'S REVENGE

Honorable Death

At any time during any round, press ← → ↘ ↓ + **START** to commit suicide. You will begin the next round with your POW meter maxed out.

Secret Frogger

When playing as "Bust" Shizumaru against Genjuro, if you win the second round, the toad from Genjuro's *Samurai Shodown II* winning pose will appear

Initial Tricks

When entering your initials for the high score screen, input "AAA" to make your fighter fall down. If you input the initials "KEN", your character will be blasted

Taunt Attack

When playing as Sogetsu, knock your opponent down, then press **START** three times to activate the Taunt. If you're standing at the correct distance, Sogetsu will throw his sword right into his opponent's back for extra damage

Gomenasa Attack

When playing as Shizumaru, press **C** + **D**, then immediately tap **C, C, D**. Shizumaru will perform a combo that ends with a "respectful" bow that headbutts the enemy into the ground.

Special Pose

When playing Kazuki vs. Kazuki, if you win the match in the second round, you'll see a special victory animation that only appears in this situation

Poppy's Puppies

When playing as Galford, if you win the match with either a "Perfect" victory or finish without your weapon, several puppies will jump out at you.

SAN FRANCISCO RUSH

Different Racers

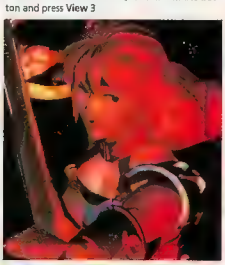
At the vehicle select screen, hold the **Music** button and press **View 1** + **Gas**

Time Trial Mode

At the vehicle select screen, hold the **Music** button and press **View 2** + **Gas**

Increase Force-Feedback

At the vehicle select screen, hold the **Music** button and press **View 3**



SOUL EDGE

Boss Code

If your local arcade operator is too cheap to get the *Soul Edge Ver. II* upgrade, you can still play as the boss character, Hwang, on the original machine with the following trick: Insert your coins or tokens, then press **START** and continue

STREET FIGHTER II

Mystery Numbers

Watch the game in "demo" mode, and wait for any scene that shows two of the characters fighting. On the second controller (right side) press **Up, Up, Down, Down, Left, Right, Left, Right, STRONG, FIERCE**. If you've done the trick correctly, you'll see two mysterious rows of numbers on the screen overlaying the action

STREET FIGHTER III: SECOND IMPACT

Play as Akuma

Highlight Ryu at the character select screen. Press **Down, Down, Up** on the joystick. Press **Left** to highlight Ken and press **Up, Up, Down**. Go **Right** to highlight Ryu and press **Up**. Go **Left** again to highlight Ken and press **Down**. Now go **Left** until you reach Sean. At Sean press **Down, Down, Up, Down, Up, Up, Up**. Akuma will appear as a selectable character above Sean.

STREET FIGHTER ALPHA 2

Background Select

At the character-select screen in two-player mode, highlight the character who corresponds to the stage you'd like to fight in and hold the **START** button for four seconds, then release and choose your character normally. When the fight begins, you'll be in the stage you chose.

Secret Stages

Waterfall: In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character select screen appears. Move the cursor to M. Bison and leave it there for four seconds, then release and choose your character normally

Field: In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character-select screen appears. Move the cursor to Sagat and leave it there for four seconds, then release and choose your character normally.

Extra Colors

Choose your character by pressing two **PUNCH** or two **KICK** buttons simultaneously to access alternate colors

Hidden Characters

The following tricks should be performed at the character select screen.

Evil Ryu: Highlight Ryu, hold **START** for one second, then release. Now press **Right, Up, Down, Left**. Now press and hold **START** again for one second; while holding **START**, press any two **PUNCH** or **KICK** buttons. If you do this correctly, you'll see that Ryu's skin tone is darker than usual. "Evil Ryu" has Akuma's teleports, some new combo possibilities and Super Moves borrowed from Akuma and Ken

Classic Chun-Li: Highlight Chun-Li, hold the **START** button for at least four seconds, then press any action button to select her before you release **START**. "Classic Chun-Li" looks and plays like she did in *Super Street Fighter II Turbo*; remember that her fireball is now a "charged" move.

Classic Dhalsim: Highlight Dhalsim and hold **START**. Now press **Left, Down, Right, Up**, then press any action button to select "Classic Dhalsim"

Classic Zangief: Highlight Zangief and hold **START**. Now press **Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Down**, then press any action button to select "Classic Zangief"

SUPER PUZZLE FIGHTER II TURBO

Play As Akuma

Player 1 side: At the character-select screen, highlight Ryu and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Move the cursor **Down, Left, Down, Left, Down, Left, Down, Left**, and continue to hold the joystick **Left** at this last step. While still holding **START** and **Left**, press an action button. Akuma will appear as your character.

Player 2 side: At the character-select screen, highlight Ken and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Move the cursor **Down, Right, Down, Right, Down, Right, Down, Right**, and continue to hold the joystick **Right** at this last step. While still holding **START** and **Right**, press an action button. Akuma will appear as your character

Play As Dan

At the character-select screen, highlight Ryu (on the Player 1 side) or Ken (on the Player 2 side) and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Press **Down** 14 times, then press an action button. Dan will appear as your character.

Play As Devilot

Follow the instructions for playing as Dan (above), but watch the timer countdown. After pressing **Down** 14 times, you must press an action button at the exact instant when the timer reads 10 seconds. If you've done this correctly, Devilot will appear as your character

SUPER STREET FIGHTER II TURBO

Play As Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu again for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma

TOP SKATER

Note: In each of the following codes, the words "Left" and "Right" refer to the **Left** and **Right** select buttons on the machine, not directions on the skateboard

Secret Character: Alex (Surfer)

Choose your course, then, when the character select screen appears, press the **Left** select button three times, **Right** three times and **Left** 13 times

Secret Character: P-Nut (Body Boarder)

At the course select screen, press and hold the **START** button, then, at the character select screen, press the **Right** select button six times, **Left** six times, **Right** three times, **Left** three times, **Right** four times, then release the **START** button

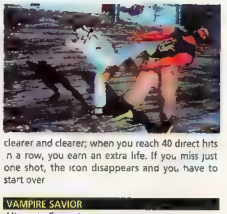
Super Deformed Mode

At the stage select screen, press the **Left** select button nine times, **Right** nine times, **Left** four times, **Right** four times and **Left** five times. Next, lean the board forward (step on the front of the board) and press both the **Left** and **Right** select buttons simultaneously three times. When you get to the character select screen each character should appear to be in Super Deformed mode

TIME CRISIS

Extra Life

If you score direct hits on 10 enemies in a row, a life icon will start to become visible to the right of the time display. If you continue to hit enemies without missing, the icon will become clearer and clearer; when you reach 40 direct hits in a row, you earn an extra life. If you miss just one shot, the icon disappears and you have to start over



VAMPIRE SAVIOR

Alternate Character

Highlight Jon Talbain at the character select screen, then press **START** + all three **Punch** buttons simultaneously. This gives you an alternate version of Talbain as he appeared in *Night Warriors*, with different colors and slightly different animation

Soul Stealer

At the character select screen, highlight the random-select box and enter the following code: Press **START** five times and hold it down at the fifth press; then, while you're still holding **START**, press **Strong Punch** (also known as Medium Punch). If you've entered the code correctly, the Soul Stealer will appear behind your character. Now you will assume the persona of each character you defeat; e.g. if you defeat Raptor, you become Raptor for the next battle

VIRTUA FIGHTER 3

Ranking Mode

Insert your coins, then press and hold all four buttons (**A** + **B** + **C** + **D**) and press **START**. When the game begins, your attacks will be illustrated on the screen and your rank will be displayed when the game is over.

Alternate Costume Select

At the character-select screen, highlight the character you wish to select, hold **START** and press any button to choose that character's alternate costume.

Winning Pose Select

When you win a match, you can select a specific winning pose by holding down the hold **PUNCH, KICK, GUARD** or **DODGE** button, each one corresponds to a different pose. Some characters—like Pai—have more than four victory poses, and each fighter has a special pose and saying which only appear after a "perfect" victory

VIRTUAL ON

Special Moves

With the exception of Apharmd's Rear Attack, the following special moves can only be performed when your weapons gauge is full

Temjin's Gliding Ram: While in the air, push both sticks **Forward** and press both triggers

Viper II's S.L.C. Dive: While in the air, push both sticks **Forward** and press both triggers

Dorkas' Mega Spin Hammer: Turn to the **Right** and press both triggers

Apharmd's Rear Attack: When in close to your opponent, jump, then push the joysticks **Forward** diagonally and press both triggers.

X-MEN VS. STREET FIGHTER

Play as Akuma

At the character-select screen, highlight Magneto, Juggernaut, Dhalsim or M. Bison and press **Up**; Akuma's picture box will appear.

Play as Alpha Chun-Li

At the character-select screen, highlight Chun-Li, hold the **START** button and press any action button to choose Chun-Li in her *Street Fighter Alpha* costume

Random Select

Hold the joystick diagonally in the **Up/Left** (↖) or **Up/Right** (↗) direction for three seconds. The cursor will begin to cycle through the different characters; just press an action button to choose your character. If you pick a character, then use the random select feature for your second character, the cursor will skip the first fighter you chose. However, you can use the *Alpha* Chun-Li code to create a team of two Chun-Lis as follows: Choose the *Alpha* Chun-Li as described above, then use the random select trick and press a button at the exact moment when the cursor passes over Chun-Li. You'll get the *XSF* Chun-Li teamed up with the *Alpha* version. They look different, but they have the same moves

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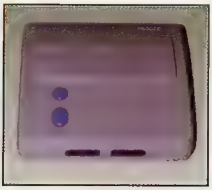
Super NES

Playing With Power



This cool redesigned Super NES body style first appeared in late 1997. Like the newer-model NES and Genesis consoles, the new Super NES is smaller, more lightweight and less expensive; the EJECT button is missing, but hey, did you ever really use it?

Here's the Super Famicom, the original Japanese version of the Super NES. The shape and size of its game cartridges are different, but 99% of all Super Famicom and Super NES games can be played on either machine with a special adapter or minor modification to the outer casing.

Sega's Genesis may have had a head start, but Nintendo saw no need to rush into the 16-bit race. This "wait-and-see" strategy may have cost the company a chunk of the pie, but it also allowed the designers of the Super NES hardware to check out the competition and make sure that the new machine was capable of much more than the Genesis or TurboGrafx-16. When it finally did appear in North America in 1991, the differences between the original NES and the new "Super" system were obvious. The games looked better, thanks to higher resolution, a larger color palette and the flashy Graphics Mode 7, which allowed game programmers to rotate and scale objects and backgrounds. It sounded better, thanks to a freaking AMAZING audio chipset that could deliver realistic effects and musical instrument sounds in crisp, full stereo. Finally...well, this is more of a subjective issue, but the Super NES definitely had the potential to offer games that just plain played better. The increase in processing power over the NES meant that the new system could analyze your controller input more quickly and efficiently, not to mention responding more quickly and offering a wider variety of results.

Notice the color-coding of the A, B, X and Y buttons on the Japanese Super Famicom controller. Many third-party controllers are coded this way; the colors can also be seen when a controller diagram is shown on the screen in certain Super NES games, such as *Yoshi's Island*.

Remember the Super Scope? Sure you do...but Nintendo probably doesn't! Like most "special" peripherals (the NES Power Pad, the Genesis Activator, the Super NES Mouse) this sucker was compatible with only a handful of games and died out quick. A rather unfortunate fate; it was by far the most accurate "light gun" of its time.

And then there was the controller. One of the most significant developments in the very specialized field of video-game controller design came about when Nintendo added those **L** and **R** buttons to the top of the standard SNES control pad. "Shoulder" buttons like these are commonplace nowadays—heck, the standard PlayStation controller has FOUR of them!—but back then they were considered to be quite innovative. More importantly, the programmers who sneak cheat codes and Easter eggs into their games just LOVED them! An extraordinary number of Super NES games have secret features that can be found by holding down the **L** or **R** button—or both—at a specific time.

Of course, like the Nintendo Entertainment System before it, the success of the Super NES had a lot to do with the talents of Shigeru Miyamoto, the creator of *Donkey Kong* and the *Super Mario* series. Some of Miyamoto's best work can be found in SNES games like *Super Mario World*, *Super Mario World 2: Yoshi's Island* and *The Legend of Zelda: A Link to the Past*...not to mention the nearly limitless entertainment value of *Super Mario All-Stars*, which is one of those cartridges that you should carry with you when you travel in case you get stranded on a desert island with a Super NES machine. Rare—the British design house responsible for such NES hits as *R.C. Pro-Am* and *Battletoads*—also came into its own on the Super NES with huge-selling games like *Killer Instinct* and the *Donkey Kong Country* series.

The Super Nintendo Entertainment System went through some rough times, but eventually came out a winner.

Did you know that it's possible to store an entire Super NES game on a Game Boy cartridge and access it through the Super Game Boy? That's how the Game Boy version of *Space Invaders* allows you to play a full-screen, full-color version of the game; the cartridge includes a separate, one-megabit Super NES game that's virtually identical to the Super NES *Space Invaders* cartridge.

It just wouldn't be right for us to cover the Super NES without mentioning our all-time favorite controller, the SNES asciiPad by ASCII. Elegant in its simplicity, the asciiPad offers a slow-motion function and adjustable auto-fire for all six action buttons without seriously compromising the design of the stock SNES pad.

ACTRAISER

Hidden 1-Ups

Create a rain shower in the woods located northeast of the lake in Bloodpool. After the storm, the villagers will uncover an art fact which they offer to you. This Source of Life works as a 1-Up which gives you an extra chance to fight evil. You'll also dig up a Source of Life in Kasandora. After washing away the sand in the north, uncover a pyramid, and create an earthquake. The walls of the pyramid will fall and reveal another 1-Up.

ACTRAISER 2

Special Passwords

Enter the password Xxxx Yyyy Zzzz to battle the final boss from the original *Actraiser*.
Enter the password MFMJ TV5Y FVPX to start at the final stage of the game with 38 lives in reserve.
Enter the password MTkM SkTk HNSH to see an ending sequence with a drawing of the game's designers.

THE ADDAMS FAMILY

70 Lives

Enter the password BLKXB to start with Uncle Fester, Granny, Pugsley and Wednesday, 72 lives and five hearts.

End Password

Enter this password: BLS&P. Walk into the music room and play through the game's final stage.

Hidden Bonus Room

After you lose your last life, head over to the door that says "Continue." Don't go through the door, but keep walking to the left and you'll enter a hidden bonus room where you can pick up four extra lives.

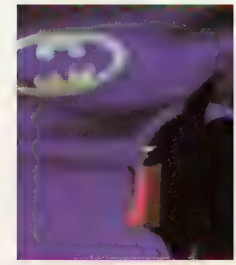
THE ADVENTURES OF BATMAN & ROBIN

Stage Tips

In Stage 3: Fowl Play, use the flashlight to see bombs on the floor when the lights are out.
In Stage 6: Perchance to Scream, use the gas mask to protect yourself from the Scarecrow's poison gas.
In Stage 7: Riddle Me This..., use the X-Ray Goggles to find the fake walls, which can be blown open with the plastic explosives. The answer to the Mona Lisa's riddle is "H.B."—Batman will explain what it means.

Cheat Passwords

Each of the following passwords will start you out with nine lives and three continues.
Stage 2: No Green Peace
▲_■●/■■▲■/■●_■/●▲●■
Stage 3: Fowl Play
●●●/●▲■■/■●●_/●■●_
Stage 4: Tale of the Cat
●●●▲/●▲●■/■●_ /▲■●_
Stage 5: Trouble in Trans T
●■▲/●▲ /● ●▲/●●
Stage 6: Perchance to Scream
_■●/●▲●▲/■●▲■/■■
Stage 7: Riddle Me This...
■■ _/●▲_■/●_■●/●▲●_
Stage 8: The Gauntlet
●■● /▲■■●/ ▲■▲/▲■▲▲



AERO FIGHTERS

Endurance Mode

At the Player Select screen, hold the **R** button, then press **A**, **Left**, **Y**, **Right**, **X**, **Down**, **B**, **Up** on Controller 2. You'll play a special version of the game in which you face all of the bosses.

AERO THE ACRO-BAT

Five Continues

Press **X**, **Y**, **B**, **A**, **X**, **A**, **B**, **Y**, **Up**, **L** at the title screen.

Nine Continues

Press **X**, **Y**, **B**, **A**, **X**, **A**, **B**, **Y**, **Up**, **R** at the title screen.

Level Select/Skip

At the Start/Options screen, press **D**, **A**, **D**, **Y**, **D**, **A**, **D**, **Y** and listen for the machine gun. Then, at any time during the game hit **START** to pause, then press **Up**, **X**, **Down**, **B**, **Left**, **Y**, **Right**, **A**, **L**, **R**. A jingle will sound. Now you can skip any stage by pressing the **SELECT** button while the game is paused. To access the level select menu, press **SELECT** while the game is paused to skip as described above. Then, when the Bonus Point Countdown screen appears, press the **R** button and hold it down. The level-select screen will then appear.

Infinite Stars/No Enemy Collisions

To enable extra cheats, enter the code **L**, **R**, **X**, **B**, **Left**, **Up**, **Right**, **Down**, **Y**, **A** at the level-select screen. This gives you a modified level-select menu with added options.
To get infinite stars, press **A**, **Y**, **L**, **Up**, **Down**, **R**, **A**, **Y**, **Right**, **Left** at the modified stage-select menu. Now the "Infinite Stars" option can be turned on and off.
To get the "No Enemy Collision" option to work, press **Down**, **A**, **Y**, **R**, **Y**, **B**, **Up**, **L**, **Y**, **A** at the modified stage-select screen.

ALIEN 3

Passwords

Level 2: QUESTION
Level 3: MASTERED
Level 4: MOTORWAY
Level 5: CABINETS
Level 6: SQUIRRE_

ALIEN VS. PREDATOR

Stage Select

At the title screen, press **SELECT** to access the "**Config Mode**," then press **START**. Next, at the Option Menu, hold buttons **X**, **A**, **L** and **R** on Controller 2 and press **START** on Controller 1. A hidden Stage Select menu will appear.

ALADDIN

Stage Select

At the Options Screen quickly enter **L**, **R**, **START**, **SELECT**, **X**, **Y**, **A**, and **B** on Controller 2. You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press **Left** or **Right** on Controller 1 to select stages.

ANIMANIACS

Studio Password

Ralph, Ralph, Brain, CEO
Wakko, Pinky, Dot, Yakko
Dot, Nurse, Brain, Dot

Studio & Sci-Fi Password

Brain, Dot, Brain, Dot
Ralph, Nurse, Wakko, Dot
Yakko, CEO, Pinky, Wakko

Studio, Sci-Fi & Fantasy Password

Ralph, Wakko, Pinky, Nurse
Yakko, Pinky, Dot, Wakko
Dot, Nurse, Yakko, Dot

Studio, Sci-Fi, Fantasy & Aquatic Password

Nurse, Nurse, Brain, Ralph
Dot, Brain, Yakko, Dot
Yakko, CEO, CEO, Wakko

Studio, Sci-Fi, Fantasy, Aquatic & Adventure Password

Pinky, Dot, Nurse, Pinky
CEO, Wakko, Ralph, Brain
Nurse, Brain, Brain, Yakko

ARCANA

Stage Select

At the title screen, press **Down**, **SELECT**, **SELECT**, **X**, **Y**, **SELECT**, **SELECT**, **L**, **R**, **SELECT**, **SELECT**, **Left**, **Right**, **Up**, then press **A** to start on Stage 2, **B** to start on Stage 3, **X** to start on Stage 4 or **Y** to start on Stage 5.

Sound Test

At the title screen, hold **L**, **R** and **B**, then press **START**.

ART OF FIGHTING

Skip to Credits

Begin a new game, then select the Story Mode. When the game starts, press **SELECT** to pause, then press **Up**, **X**, **Left**, **Y**, **Down**, **B**, **Right**, **A**, **L** and **Y** on Controller 1.

BASS MASTERS CLASSIC: PRO EDITION

Passwords

Amateur Circuit, Lake Calabasas, Day 3:
OLFBBBLLB
BBLKF4TFW
N8PGBBBBG
Pro Circuit, Lake Calabasas, Day 3:
1M0CVBLBB
BNLH5B043
LVSQBC0BH

BATMAN FOREVER

Super Cheat

At the Game Start screen, press **Left**, **Up**, **Left**, **Left**, **A**, **B**, **Y**. You'll get access to a stage-select option and start with all of the gadgets; you'll also be able to choose the Riddler as your character in practice mode.

BATMAN RETURNS

Extra Continues

Go to the Option screen and highlight the "Rest" option. On Controller 2, press **Up**, **X**, **Left**, **Y**, **Down**, **B**, **Right**, **A**, **Up** and **X**.

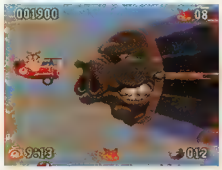
Nine Lives

At the Option screen, use Controller 2 to enter **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**. A song will confirm proper execution. Using Controller 1, highlight the "REST" option and adjust it to nine.

BATTLECLASH

Increased Difficulty

Simultaneously press **SELECT** and the **L** button at the title screen.



BATTLETOADS/DOUBLE DRAGON: THE ULTIMATE TEAM

Stage Select

Press **Up**, **Down**, **Down**, **Up**, **X**, **B**, **Y**, **A** at the character select screen. Pick a character, and you'll be sent to the Mega Warp screen to choose a starting level all the way through Stage 7. You'll also start with ten lives instead of three.

BATTLETOADS IN BATTLEMANIACS

Extra Lives and Continues

At the title screen, hold **A**, **B** and **Down** and press **START**. A flash of red will appear on the screen that shows the *Battletoads* flag. You can now start the game with five lives and five continues.

BEST OF THE BEST CHAMPIONSHIP KARATE

Kumate Warp

At the title screen, press **START** to go to the Main Menu. Place the cursor over "Option" and press **SELECT**. Select "Password" in the top left corner and enter the password **2RHT25545?K**. Your character's attributes will be at 99%. Return to the Main Menu and select Ivanov as your opponent. Once you defeat him, you can enter Kumate mode. Select the "PAD vs. SNES" box until both characters appear the same. Defeat the mirror image so that all the opponents from the regular tournament will appear in the Kumate.

BIKER MICE FROM MARS

Extra Difficulty Setting

At the title screen/main menu, grab Controller 2 and press **Up**, **X**, **Left**, **Y**, **Down**, **B**, **Right**, **A**, **Up**, **X**. You'll hear Karbunkle laugh to confirm the code. Now start the game, either the Main Race or Battle Mode; when you reach the menu where you choose the difficulty setting, you'll find that there is a new "Super Hard" difficulty option.

THE BRAINIES

Passwords

Level 5—X B A Y B A
Level 10—A Y A A A B
Level 15—B B X B Y A
Level 20—B B Y Y A X
Level 25—A X Y A A B
Level 30—Y X B Y A A
Level 35—X A Y X B X
Level 40—X A A B B A
Level 45—Y X A B Y Y
Level 50—B Y A X Y Y
Level 55—B Y B X A X
Level 60—X B Y A B A
Level 65—A B Y A X X
Level 70—B Y Y B X B
Level 75—Y X X A X X
Level 80—A X A B X Y
Level 85—B B A A Y A
Level 90—Y Y B Y B Y
Level 95—A B B Y X Y

BRAWL BROTHERS

Change Title Screen

When the Jaleco logo appears, press **B**, **A**, **X** and **Y** repeatedly. When you hear the sound of a sword slash, press **START**. As the screen changes press **Down**, **Down**, **Down** and **START**. Exit the Option screen to view the game's original Japanese title screen.

BRUTAL

Boss Code

Press **X**, **A**, **B**, **A**, **Left**, **A** at the title screen. Now you can choose to play as the Dali Llama.

BUBSY II

Enter each of the following codes at the title screen. You will hear a noise to indicate that you've done the code correctly.

All Levels Complete
Up, **A**, **A**, **A**, **Down**

Jump Frenzy
B, **A**, **B**, **Y**

99 Diving Suits
B, **Left**, **Up**, **B**

99 Portable Holes
Right, **Up**, **SELECT**, **SELECT**

99 Smart Bombs
X, **X**, **Up**, **Down**, **X**

99 Nerf Ballzooka Shots
B, **A**, **Left**, **Left**

50 Lives
B, **Up**, **B**, **SELECT**, **Y**

Invulnerability
X, **A**, **B**, **Y**, **Up**, **Down**

CACOMA KNIGHT IN WIZYLAND

Secret Cheat Menu

At the player select screen—the one that says "1P VS COM," etc.—press **Up**, **Up**, **Down**, **Down**, **Right**, **Left**, **Right**, **Left**, **B**, **A** on Controller 1. You'll hear a bell, and a "**Special Presents**" menu will appear. Now you can set the number of lives or credits and choose a starting stage.

CASTLEVANIA: DRACULA X

Level 2 Password

Axe, Holy Water, Axe
Axe, Axe, Holy Water
Fire, Holy Water, Holy Water

Level 3 Password

Fire, Axe, Holy Water
Fire, Holy Water, Heart
Axe, Holy Water, Holy Water

Level 5 Password

Holy Water, Heart, Fire
Fire, Holy Water, Axe
Holy Water, Heart, Heart

Alternate Level 5 Password

Axe, Holy Water, Fire
Fire, Holy Water, Holy Water
Axe, Holy Water, Holy Water

Level 6 Password

Axe, Holy Water, Fire
Holy Water, Axe, Axe
Heart, Fire, Heart

Alternate Level 6 Password

Axe, Axe, Axe
Holy Water, Axe, Holy Water
Axe, Fire, Heart
Level 7 Password
Heart, Axe, Holy Water
Fire, Fire, Heart
Axe, Holy Water, Fire

CLAY FIGHTER

Play as the Boss
Play a one-player game until you reach N. Boss, then intentionally lose both rounds. After the game ends, wait for the Option screen to appear, then select the "Vs. Battle" option; Player 2 will be controlling N. Boss.

CLAY FIGHTER TOURNAMENT EDITION

Tiny Characters
Select "Tournament" mode and choose a four player "Double Elimination" game. Choose the following characters and change their names as shown:
Player 1: Bad Mr. Frosty—change name to POSSE
Player 2: Bad Mr. Frosty—change name to JASON A
Player 3: The Blob—change name to STEVE C
Player 4: Taffy—change name to JOHN S
Start the game and the fighters will be super small.

CLAY FIGHTER 2: JUDGMENT CLAY

Random Select
At the player-select screen, hold the L and R buttons to make the computer choose your fighter at random.
Turbo Play Mode
At the Game Start screen, hold the Y button and press L, L, R, Down, Left, R. Now you can turn the speed up to 10 in the Options menu.
Secret Characters
To access a secret character, you must enter the appropriate code shown below at the Game Start/Vs Mode/Tournament/Options screen.
Butch: Hold the L button and press X, R, A, X, R, R.
Ice: Hold the B button and press Up, L, L, Right.
Slyck: Hold the Y button and press L, L, Up, L, Left, R.
Spike: Hold the R button and press X, B, B, A, Y, Left, A.
Peelgood: Hold the D-pad diagonally in the Down/Left position and press B, Y, Y, A, Y.
Sarge: Hold the X button and press L, L, Up, Down, Left, Down.
Jack: Hold the D-pad Up and press X, A, R, R, Y, A.
Thunder: Hold the D-pad diagonally in the Up/Left position and press Y, B, X, B, B, X, A.

COLLEGE SLAM

Secret Teams
At the *College Slam* title screen—while the words "Press Start" are flashing—press Up, Down, Left, Right, Up, Down, Left, Right. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Fraternity" that allows you to change the Greek letters on the team insignia.
Vs. Screen Cheats
Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats.
Power-Up Goaltending—Down, Down, Down, Up, Up, Up
Power-Up Fire—Left, Right, Left, Right, Up, Down, Down
Power-Up Dunks—Down, Up, Down, Up, Down, Up
Whirlwind—Up, Right, Down, Left, Up, Right, Down

CYBERNATOR

Extra Continues
At the title screen, highlight the word "Option" and then press and hold Up, L, R and START to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.
Napalm Gun
When the game starts, hurry through the first level without shooting or punching anything—your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the X button and you'll find that you have acquired a super-powerful "Napalm" gun.

DAFFY DUCK IN THE MARVIN MISSIONS

Extra Lives
To receive 50 extra ducks, begin a new game. When the screen reads "Where there's duck, there's fire," press Left, Left, Right, Right, Up, Down, Y, A, B and X.

DARIUS TWIN

Extra Ships
Move the cursor to point to the desired number of players. Hold L and R on Controller 2, hold SELECT on Controller 1 and press START on Controller 1. You will start with 49 ships in reserve.

THE DEATH AND RETURN OF SUPERMAN

Cheat Mode
Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: 08, 29, 2C and 05. Exit the Options menu and start the game. When you get into trouble, press A+B+X+Y to refill your lives, energy and special attack. To skip to the next level at any time, hold A+B+X+Y and press SELECT.

DEMON'S CREST

Ultimate Gargoyle Password
QFFF KNRR DDLR XGTQ

DINO CITY

Password
Final Level—8 S S Z 9 E 5 0 H 4 H 4
Note: The "E" should be reversed.

DONKEY KONG COUNTRY

50 Lives
Highlight "Erase Game" and enter the code B, A, R, R, A, L (BARRAL). You'll hear a chime.
Music Test
Highlight "Erase Game" and enter the code Down, A, R, B, Y, Down, A, Y (DARBY DAY). You'll hear a chime. Use the SELECT button to cycle through the sounds.
Two Player Competition
Highlight "Erase Game" and enter the code B, A, Down, B, Up, Down, Down, Y (BAD BUDDY). You'll hear a chime. Now you can steal the character control from your partner at any time during the game.
Practice Bonus Rounds
Enter Down, Y, Down, Down, Y (DYDDY) during the game's intro.

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST

Music Test
At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press Down very quickly five times. The Music Test will appear. Press Right or any of the four action buttons to advance to the next tune, or press Left to go back through the list of names.
Cheat Mode
Access the Music Test as described above, then press Down very quickly five more times. A top-secret Cheat Mode option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows:
"YA SAD LAD"—Highlight "Cheat Mode" and press Y, A, SELECT, A, Down, Left, A, Down, you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with 50 lives.
"BARRAL AX"—Highlight "Cheat Mode" and press B, A, Right, Right, A, Left, A, X; you'll hear

a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game.
75 Kremcoins
Enter the game's first stage, "Pirate Panic"—it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin. Watch out for the two bananas on the ground right in front of the door, you must avoid these two bananas throughout the entire sequence or else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Up balloon; just walk out immediately. Back outside, you must carefully jump over the two bananas without touching them. Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two bananas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you incredible 75 Kremcoins. Now you can access the Lost World through Klubba's Kiosks on any part of the island.

DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE!

Play With Blocks
At the "Game Over" screen, wait for the song to finish playing, then you can make the blocks jump up and play musical notes by pressing the L, R, A, B, X or Y buttons.
Cheat Passwords
At the "Select Game" menu, highlight the saved game you want to play in and press L, R, R, L, R, R, L, R, L, R. The words "Enter Code" will appear at the top of the screen and the name of your saved game will turn into a password entry menu. Enter one of the following code words, you'll hear Dixie giggle if a code has been entered properly. When you start from that saved

game slot, your game will be affected as follows:
LIVES—Enter this password to start the game with 50 lives.
ASAVE—With this code in place, your game will automatically be saved after you complete each level without having to go visit Wrinkly Kong.
COLOR—This code makes Dixie's clothes purple and Kiddy's pajamas green; it also changes the colors of the flags that mark each completed level accordingly.
HARDR—This code is supposed to make the game more difficult, but we haven't figured out how it works just yet.
TUFST—Entering this password makes the game harder by removing all of the continue barrels from each level. If you play the full game with this code in place, you can get up to a 105% completion rating.
MERRY—This code changes the music in all of the game's bonus stages to a Christmas motif; it also changes the stars and bananas in the bonus stages to ornaments and presents.
MUS C—Enter this code to access the secret "Dixie Kong's Music Test" screen, which allows you to sample all of the background tunes from the game.
WATER—Enter this code, then start the game. Swim in the water to the left of Funky's Rentals without any vehicles and go up to the waterfall on the left side of the map. When you touch it, you'll discover a secret puzzle cave that's just like the caves where you find banana birds. If you repeat the sequence correctly, you'll be rewarded with up to 85 bonus coins, enough to pay Boomer Bear to blast away all of the obstacles in the lost world of Krematoa.

DOOM

Chainsaw Trick
With a chainsaw in your inventory, strange things can happen—namely, if you fire every round of ammunition for one of your weapons, the game will usually give you a new, more powerful weapon by mistake. Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle (Unfortunately, you can't seem to get a BFG 9000 with this trick.) Now, let's say you are walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw, just fire off all of your pistol rounds and you should get a free plasma rifle—even if you're in a stage where there's no plasma rifle to be found. Experiment with this sneaky trick to learn how to make it useful in different situations.

DOUBLE DRAGON V: THE SHADOW FALLS

Stun Disable
When the Main Menu Screen appears, press Down, Down, Left, Up, Up, R, R, and L; now your character can't be dizzied in the game.
Throw Disable
Press R, Right, L, L, Left, Left, R, R at the main menu screen.

EARTHWORM JIM

Cheat Codes
Start the game, press START to pause, then enter any of the following codes (Note: Button names that are separated by a plus sign—e.g. A+Left—must be pressed at the same time; each code consists of exactly eight steps.)
Debug Menu: A+Left, B, X, A, A, B, X, A
Nick Jones Code: Y, A, B, B, A, Y, A, B
Level Skip: A, B, X, A, A+X, B+X, B+X, X+A
Jump to Princess: A+Left, X, X, X+B, X, A, X, A+Left
Extra Life (one time only): B, B, A, X+Y, A, A, A, A
Extra Life (repeat whenever necessary): B+X, B, B, B, A, A, X, A
Energy Refill (once per level): A, B, X, Y, Y, X, B, A
Energy Refill (repeat whenever necessary): A+X, B, A, B, B, X+Y, B, A
Ammo Refill: A+X, B, A, B, X, X, X, X
Plasma Power-Up (one time only): A, A, B+L, A, A, X, B+L, X
Plasma Power-Up (repeat whenever necessary): A+X, B, B, A, A, X, B, L+R
Extra Continue (one time only): A, B, A, B, X, Y, X, Y
Extra Continue (repeat whenever necessary): Y-X, B, Y, B, X, B, X, X
Map View Mode: A, X, A, X, A, A, A, A
Warp to "What the Heck?": Y, X, Y, X, A, B, A, X
Warp to "Down the Tubes": Up, Down, Left+Down, Left, Down, Down, Up+Left, Down
Warp to "Snot a Problem": A, B, X, B, A, B, B, B+L
Warp to "Level 5": A+B, B+X, X+Y, Left, Left, Right, Left, Right
Warp to "For Pete's Sake": A, B, X, A, B, X, A, B+R
Warp to "Buttville": A, X, Left, Left, X+Y, Up, Down, Left
Warp to "Andy Asteroids": L+A, A, R+A, A, B, B, X, B
Warp to "Who Turned Out the Light?": A, B, Up+Y, Up+Y, Left, Right, Left, Right

EARTHWORM JIM 2

Super Cheat Code
During the game, press the START button to pause, then enter the following code while the

game is paused: SELECT, Left, Right, A, X, X, Left, Right. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item.

Secret Move

To trigger the Manta shield, just press Up+X. This move makes Jim invincible for a few seconds.

Secret Stage

About halfway through "Level Ate," you'll find a set of three forks post oned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

Cheat Codes

To enter any of the following cheats, just press START to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (*) can only be done once per level—these are the ones you give to your little brother when you don't want to totally ruin the game for him. Other code comments:

• The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make Jim reappear

• The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head"

• The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind

• The "Invisib e Soil" code works in the "Lorenzen's Soil" stage, it makes the falling soil invisible and a lows you to walk through parts of the soil that look solid after you've shot them

Bright "Pause" Screen—A, A, A, A, A, A, A

Warp to End of Current Level—SELECT, B, X, A, A, X, B, SELECT

Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

Invincibility—A, A, X, A, Left, Right, Right, Left

Map View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, B

Energy Refill *—A, B, X, SELECT, SELECT, X, B, A

Energy Refill—X, SELECT, X, B, X, SELECT, X, A

Ammo Refill *—X, X, X, X, X, X, X, SELECT

Ammo Refill—SELECT, X, X, X, X, X, X, SELECT

Extra Life *—SELECT, Left, SELECT, Right, SELECT, Left, SELECT, Right

Extra Life—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT

Extra Continue *—A, A, A, A, A, A, A

Extra Continue—A, SELECT, A, B, X, Y, X, Y

10 Extra Mea Worms *—A, A, B, A, A, Y, B, Y

81 Mea Worms—A, B, A, B, A, B, B

Mega Plasma Gun—X, X, X, X, A, A, A, SELECT

3 Finger Gun—X, X, X, X, A, A, X, SELECT

Homing Missiles—X, X, X, X, A, A, B, SELECT

Barn Blaster—X, X, X, X, A, B, X, SELECT

Bubble Gun—X, X, X, X, A, B, A, SELECT

Bomb Teleport—X, X, X, X, B, B, B, B

Invisib e Soil—A, A, B, A, A, X, B, SELECT

Warp to "Lorenzen's Soil"—A, X, Left, Right, X, Left, Right, Left

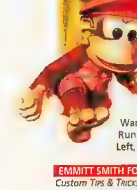
Warp to "Puppy Love 1"—Left, Right, A, B, X, Left, Right, A

Warp to "The Villi People"—A, B, X, A, B, X, Left, Right

Warp to "The Flyin' King"—A, B, X, Left, Right, Left, A, B

Warp to "Puppy Love 2"—Down, Right, A, B, X, Left, Right, A

Warp to "Udderly Abducted"—Up, B, X, Left, Right, Down, A, X



Warp to "Inflated Head"—Up, Down, X, A, B, Y, Left, Right

Warp to "ISO 9000"—A, B, X, Left, Left, Right, Left, Right

Warp to "Puppy Love 3"—Up, Right, A, B, X, Left, Right, A

Warp to "Level Ate"—X, X, Down, Down, A, Left, Right, Left

Warp to "See Jim Run"—Run Jim Run!—A, B, X, Left, Left, Left, Left, Right

EMMITT SMITH FOOTBALL

Custom Tms & Tricks Plays

Select the Editor mode to bring up the p ay editor screen, then choose the Playbook option and select Password to enter each of the following play passwords. The plays will be saved in the cartridge's memory, so you can use them in the game.

Geoff's QB Keeper

?ZCJ <f=& g$Gh

R95X 2w5F <#BM

N:T+ #+3D Zn

Chris B. Pitch

mZ#D cwp+ ZpR4

—gL< Xjvj +Z5Z

gZhZ yZ7

Bleniek Bootleg

fXpY #:RJ FkGX

KHRZ #5k+ d+NJ

CHX% ypZy bgbg

P<C< 9Z9

Higgy Hula

f*kg ?LCZ C#nK

pm+9 #VZT &ZFp

g?g% QgC# Zd&w

*K+3 Tgbg P<C<

9++- 3Tgb gPW

Clo.seau

$XpY g#gd :RX*

$CFw %gQ% —FMb

CwcF gFv< #<ZZ

L

Dump Truck

FZ+B nGS gK+p

5gdZ HgFZ S<ZZ

h

Rod Rage (Defense)

VD=R Cjh* N#Zf

b$pb b3<L +YTZ

P<7Z C

Betty Bitz (Defense)

sJ5b SL3Z CLFQ

D8D+ YTZP kCZD

EQUINOX

Invincibility

At the title screen, press L, L, R, R, L, L, L, R, R, R, L, L, R, R, L and R. The copyright box will turn green if you did the trick correctly

EXTRA INNINGS

Hidden Scenes/Sound Test

Go to the "Mode Select" screen, hold the L and R buttons and press START, Y or B. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test

F-1 ROC II RACE OF CHAMPIONS

Track Select

Use Controller 2 at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly. Press A four times and B 14 times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course" Option Press Up or Down to change tracks

Time Attack Mode

Press Up, X, Right, Y, Down, B, Left, A, A on Controller 2. The number "1" will appear in the upper left corner of the screen. The screen will face into the time Attack Mode. Select a course, how many laps you want to compete, and the time you want to beat.

Sound Test

Press L, R, L, L, R, L, L, R, L, R, R on Controller 2. The number "100" will appear in the corner of the screen

Hidden Game #1

Press X, X, X, X, Y, Y, on Controller 2. The number "100000" will appear in the corner of the screen. It's a *Breakout*-style game that you can p ay w th up to four players.

Hidden Game #2

Press Y, Y, Y, Y, X, X on Controller 2. The number "10000" will appear. It's a two-player *Pong*-like fight ng game

F-ZERO

Master Class

Choose the Expert Class and complete all five courses of any three leagues, placing first second or third. You will then be able to enter the Master Class

FACEBALL 2000

Cyberzone Cheat Menu

At the Cyberzone starting level select on screen, hold the L and R buttons and press START.

Secret Cyberscape Mode

At the one/two player select screen (right after the main title screen), hold the L and R buttons, hold Left on the D-pad and press A or START. The interface screen will appear with a new Cyberscape option. To access a Cyberscape cheat menu like the one described above for Cyberzone, just select Cyberscape at the interface menu, hold the L and R buttons and press START

FATAL FURY

Hidden Character

When the Takara logo appears at the start of the game, quickly press Down, Down/Right, Right, Down, Down/Left, Left and X in one smooth motion on Controller 1. The *Fatal Fury* logo will change to blue. Now you can choose the game's hidden fighter, Ryo Sakazaki

FIFA INTERNATIONAL SOCCER

Super Cheats

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen

Super K ck: Press B, A, then B eight times

Invisib e Walls: Hit Y three times, X, A three times, B

Crazy Ball: Press X, A, B, Y, Y, B, A, X.

Crazy Curve Ball: Press B, A, R, B, Y, L to activate. (A ba kicked into the air can be steered wildly with the L and R buttons.)

Super Goalie: Press A five times, then Y five times

Super Offense: Press R five times, L, R

Super Defense: Press L five times, R, L

Dream Team: Press A tw ce, B twice, Y twice, X twice.

FINAL FIGHT

Secret Option Menu

At the title screen, hold the L button and press START. You'll get a secret option menu that allows you to change the difficulty and the number of players. There's also a sound test; use the R button to hear the sounds and mus c

FINAL FIGHT 2

"Same Player" Code

At the title screen, hit Down, Down, Up, Up, Right, Left, Right, Left, L, R. The screen turns blue; now both players can pick the same fighter

FIREPOWER 2000

Power Up

At the beginning of Level 1, steer to the far right to find a yellow container. Blast it open and collect the Bu let tokens to power up

THE FLINTSTONES

See End Credits

Enter the password "HOAGIE TAKES COLD TREES"

Invincibility

Enter the password "MS STONE MAKES WEIRD JELLY"

Stage Skip

Enter the password "BARNEY GRABS BLUE TREES". During the game, press START to pause, then press X to skip to the next stage or press B to skip to the end of the game

FRANTIC FLEA

Passwords

Zone 1-1—CLQCK

Zone 1-2—ZMTHT

Zone 1-3—GPPQW

Zone 2-1—DJXCT

Zone 2-2—WLCSN

Zone 2-3—RLHQZ

Zone 3-1—JMGVB

Zone 3-2—NRWPC

Zone 3-3—MDWQL

Zone 4-1—MJDSX

Zone 4-2—HFLNT

Zone 4-3—SPQNG

Zone 5-1—DTNZZ

Zone 5-2—KQRXH

Zone 5-3—JBVMF

Zone 6-1—VSNXD

Zone 6-2—GRXBS

Zone 6-3—WNHJP

Prison—STCVC

GEORGE FOREMAN'S KO BOXING

Passwords

Fight 1 2413-41-14-2133

Fight 2—4231-14-41-1233

Fight 3—1324-14-41-3321

Fight 4—2324-34-14-1323

Fight 5—3243 43-41 1323

Fight 6—4323-34-14-3132

Fight 7—2312-43-41-1233

Fight 8—1441-21-13-4142

Fight 9—4114-11-23-1424

Fight 10—2233-44-21-1224

Fight 11—1112-44-13-1343

Fight 12—2121-31-42-3241

Fight 13—4334-14-34-4432

Fight 14—3443-41-43-2443

Fight 15—1314-24-41 4212

GRADIUS III

Extra Credits

At the title screen, press the X button as quickly as you can. You should see the number of credits at the top go up. Press START before the title screen fades. If the title screen fades away, you've lost the credits and will have to repeat the code

Arcade Mode

At the Option screen, highlight "Game Level" and rap dly press A until you see the game level change to "ARCADE"

Bonus Areas

To fly into the bonus area of Stage 2, fly into the section lined with a blue, liquid substance, look for a hole and dive into it. You will enter an area filled with breakable pink orbs. Clear them away and uncover severa point-producing devices. You must destroy all of the guns on the ground before entering the bonus area in Stage 3. Fly close to the low rock ceiling and make your way into the bonus area

A Moai Statue: t the bonus area entrance in Stage 4. Make sure that none of the Power-Ups are highlighted on the bar at the bottom of the screen and fly into the back of the Moai.

Random Weapon Select

At the Weapon Select screen, press Right on the D-pad to enter Edit Mode. Press X, Y, X, X, Y, Y, X, Y on Controller 1.

Demo Mode

Extend the length of the introductory demo by holding A at the title screen. Continue to hold A, and you'll also be able to see the entire first stage of the Arcade Mode up to and including the Boss.

3D Extra Ships

At the title screen, press and hold L and then press A, A, A, START

Full Power-Up

Press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A and START to unpause

System Reset

Hold L, R and START, then press SELECT to reset the machine without pressing the RESET button

HAGANE

Infinite Continues

Go to the configuration screen. Highlight the Music option and play 9, 8, 7, and 6 in that order

HOLE IN ONE GOLF

Super Clubs

Enter your name as "METAL * PLAY" to play with a set of super golf clubs.

HYPER ZONE

Sound Test

At the t tle screen, push and hold both the L and R buttons. Select any music or sound by pressing Left or Right, then hitting A.

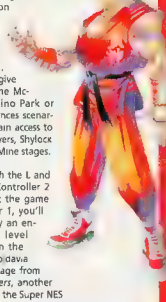
THE IGNITION FACTOR

Level Warps

To start at any stage, hold the L or R button on Controller 2 when you start the game with Controller 1. Hold any R will give you access to the Mc-Gone Mine, Dino Park or Whitney Applications scenarios, hold L to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

Secret Level

If you hold *both* the L and R buttons on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moidava headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES



IZZY'S QUEST FOR THE OLYMPIC RINGS

Stage Select

During the game, press START to pause, then press Left, Down, Down, Left, Right, Down. Now press the RESET button on the Super NES; when the game returns to the main menu, go to the Option screen to find a new stage-se ect option

JAMES BOND JR.
Level Passwords
Level 3: 0007
Level 4: 3675
Level 5: 9025
Level 6: 1813
Level 7: 3353

JOHN MADDEN FOOTBALL
Password
Championship Game—B B B B 5 G 5 H G H

JUDGE DREDD
Stage Select + Energy Gain
When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on Controller 1 by pressing the following buttons: **Left**, **Up**, **X**, **Up**, **Right**, **Y**. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press **Y** and **A** together; you'll get a message that says, "Level Select Activated". Next, press **X** and **B** together to get a message that says "Energy Gain Activated". Now start the game. Notice that whenever you get injured, your health meter refills automatically all by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the **SELECT** button at any time during the game (except while paused) to bring up the top-secret stage-select menu.

THE JUNGLE BOOK
Level Select/Cheat Mode
At the Virgin logo, quickly press **Up**, **Up**, **Up**, **B**, **B**, **Y**, **Y**, **SELECT**, **Up**, **Down**, **Left**, **Right**, **B**, **Up**, **Y** Now go to the **Start/Options** screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option

JURASSIC PARK II
Infinite Continues
At the Mission Select screen, press **L**, **L**, **L**, **R**, **R**, **R**, **L**, **L**, **R**, **R**, **L**, **R**, **L**, **L**, **R**, **R**, **L**, **L**, **L**, **R**, **R**, **R**. Now you can continue the game indefinitely

KABLOOEY
Password
Level 130—D F M Q

KEN GRIFFEY JR.'S WINNING RUN
Secret Cheats
The following codes will only work in two-player mode.
- Max Ability—Pause the game and press **A**, **Right**, **Down**, **Left**, **A**, **Down**, **SELECT**. This will power-up your team's players for the current half-inning.
- Slow Down—Pause the game and press **Left**, **A**, **Right**, **Down**, **Y**, **SELECT**. This will slow down the opposing team's players for the duration of the current half-inning.
- Randomize Pitches—While batting, pause the game and press **Left**, **Y**, **A**, **Right**, **SELECT**. This will change your opponent's pitches to random throws for the duration of the current at-bat
- Super Pitches—While pitching, pause the game and press **B**, **A**, **Down**, **B**, **A**, **Left**, **Left**, **SELECT** to supercharge your pitches for the duration of the current at bat.
- Instant Home Run—If your current batter is one of the eight players who appear in the game's Home Run Derby mode, pause the game and press **B**, **Y**, **B**, **Y**, **SELECT**; any fair ball hit during the current at bat will be a home run.

Night Game
In a one- or two-player game, press **START** to pause, then press **SELECT**, **Down**, **A**, **Y**, **START** The next time the camera angle changes to the overhead view, the game will change to a night game. If it's already a night game, this code makes it daytime again. This only works in outdoor stadiums

KENDO RAGE
Stage Select
Press **START** at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press **X**, **Y**, **A**, **B**, **X**, **Y**, **A**, **B**, **START**. The "Special Presents" menu will appear, allowing you to choose your starting stage

KILLER INSTINCT
Boss Code
Choose Cinder as your character, then, at the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold **Right** on the D-pad and quickly press **QUICK PUNCH**, **QUICK KICK**, **FIERCE PUNCH**, **MEDIUM KICK**, **MEDIUM PUNCH** and **FIERCE KICK**. (In the default control configuration, that would be **L**, **R**, **X**, **B**, **Y**, **A**.) You'll hear the announcer say, "Eyedol!" When the fight starts, you'll be playing as the boss

Speed Codes
There are four different "speed" codes; each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work
Slow Speed: Hold **Left** + **R** + **A** + **B**
Fast Speed: Hold **Right** + **L** + **X** + **Y**
Faster Speed: Hold **Right** + **R** + **A** + **B**
Fastest Speed: Hold **Left** + **L** + **X** + **Y**

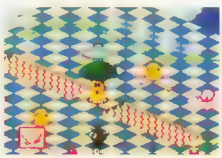
Easy Combo Breakers
At the "Vs." screen, hold **Down** on the D-pad and press **START**; you'll hear the announcer say, "C-C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.

Stage Select/Music Select
When choosing a fighter at the character-select screen, hold the D-pad **Up** or **Down** with the specific buttons as shown below; the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two-player match, the first person to pick his or her character gets to select the stage; the second player to choose a fighter can select the music they like according to the same button combinations used for the stage select, as follows.
Up+L: Ice Temple
Up+R: Castle Roof
Up+X: Ice Sculpture
Up+Y: Skull Room
Up+A: Desert Roof
Up+B: City Roof
Down+L: Canyon Bridge
Down+R: City Street
Down+X: Lava Pit
Down+Y: Bloody Arena
Down+A: Factory
Down+B: Fireplace
Down+B (on both controllers): Sky Arena

KING OF DRAGONS
Two-Player Same-Character Code
Press **Down**, **R**, **Up**, **L**, **Y**, **B**, **X**, **A** at the Capcom logo. Now both players can choose the same warrior at the character-select screen

99 Continues
Start a one-player game and let all of your character's lives run out. When you've finally kicked it, the "Continue?" prompt will appear, press **START** on Controller 1, and the Credit counter will read "01." Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press **START** on Controller 2 to join in, but don't choose a character yet. Quickly press **START** on Controller 1 before the countdown expires, then finish choosing a character for Controller 2—when both characters are on the screen, you will see that you have 99 credits

KIRBY'S DREAM COURSE
Change Name
To change your name without restarting the game, go to the Member screen and highlight the file to be changed. Press **L**, **R** and **A** simultaneously to get to the Name Entry screen.



KRUSTY'S SUPER FUN HOUSE
Cheat Password
Enter the password _JOSHUA_ to start the game with unlimited lives and all of the doors unlocked. (Make sure you put a space in the first and last positions of the password.) You can also get ten pies whenever you need them by pressing L+R simultaneously

LAMBORGHINI AMERICAN CHALLENGE
Password
Start with $6 Million—J F K B B B B B B B B B J F K

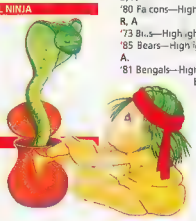
THE LAWNMOWER MAN
Super Cheat Mode
Press **START** to pause during a game, then press **B**, **R**, **A**, **SELECT**, **SELECT**, **Y**, **A**, **B**, **Y**, **A**, **B**. Next, press **START** to unpause. Tap the **L** or **R** button repeatedly to play in slow-motion.

Stage Select
With the cheat code in place as described above, press **START** during the game and press **A**, **L**, **L** while the game is paused. Next, press **START** to unpause, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage

Infinite Lives
While the cheat mode is in effect, pause the game with the **START** button, then press **R**, **A**, **SELECT**, **Y** and **START** to continue playing. Notice that when your character is killed, your life counter will not be reduced.

Stage Skip
With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the **A** button while the game is paused.

LEGEND OF THE MYSTICAL NINJA
Passwords
Level 2—▲ L ! ! x !
Level 3—J ρ ? N ?
Level 4—2 O Y ? ; ?
Level 5—$ w h : J :
Level 6—x & T ▲ > ▲
Level 7—k = " R d R
Level 8—W d 3 + 3
Level 9—H — W N x N



LEMMINGS
"Fun" Level Passwords
Level 5: NCDKKWG
Level 10: SKFKNNB
Level 15: TLVKLSW
Level 20: GMXCWPS
Level 25: _SQHCQS
Level 30: FXWBBSL
"Tricky" Level Passwords
Level 5: GWDHMG
Level 10: RFPZFB_
Level 15: JFLKJPX
Level 20: NNFFQPV
Level 25: SBCMSJS
Level 30: SRWGXZM
"Taxing" Level Passwords
Level 5: DXCQKRX
Level 10: BWCBKXJ
Level 15: WCB_DQX
Level 20: JLXJWNW
Level 25: RNMKXLP
Level 30: WFCSHNT
"Mayhem" Level Passwords
Level 5: JHQTCPD
Level 10: GVNKXJL
Level 15: RW_TTCQ
Level 20: PZQWRGP
Level 25: LTGNDXH
Level 30: ZTTGRFH
"Sunsoft" Level Passwords
Level 1: TPCWFMP
Level 2: WSJCLDX
Level 3: PVNRCMB
Level 4: HZSQQNV
Level 5: KCGHCNC

LEMMINGS 2: THE TRIBES
Sound Test
At the title screen, point to the knothole in the tree and press **B**. Press **B** repeatedly to hear different tunes.

THE LOST VIKINGS
Level Passwords
Level 02: GRBT
Level 03: TLPT
Level 04: GRND
Level 05: LLMG
Level 06: FLQT
Level 07: TRSS
Level 08: PRHS
Level 09: CVRN
Level 10: BBLS
Level 11: VLCN
Level 12: QCKS
Level 13: PHRQ
Level 14: C1RQ
Level 15: SPKS
Level 16: JMNN
Level 17: TTRS
Level 18: JLLY
Level 19: PLNG
Level 20: BTRY
Level 21: JNKR
Level 22: CBLT
Level 23: HQPP
Level 24: SMRT
Level 25: VBTR
Level 26: NFLB
Level 27: WKYY
Level 28: CMB0
Level 29: BBLL
Level 30: TRDR
Level 31: FNTM
Level 32: WRLR
Level 33: TRPD
Level 34: FFFF
Level 35: FRGT
Level 36: 4RN4
Level 37: MSTR

MADDEN NFL '95
Expansion Teams
Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press **L**, **R**, **L**, **R**, and **A** to play as the Jaguars, or press **L**, **R**, **L**, **R**, and **Y** to play as the Panthers

MADDEN NFL 96
Secret Teams
At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen.
'75 Cardinals—Highlight the Cardinals, press **A**, **B**, **A**
'80 Falcons—Highlight the Falcons, press **L**, **Y**, **B**, **R**, **A**
'73 Bills—Highlight the Bills, press **A**, **L**, **A**, **B**, **Y**.
'85 Bears—Highlight the Bears, press **Y**, **A**, **B**, **B**, **A**.
'81 Bengals—Highlight the Bengals, press **R**, **A**, **L**, **L**, **Y**.
'65 Browns—Highlight the Browns, press **A**, **L**, **L**, **R**, **B**
'78 Cowboys—Highlight the Cowboys, press **B**, **A**, **R**, **B**, **Y**.
'77 Broncos—Highlight the Broncos, press **B**, **R**, **A**, **Y**.
'62 Lions—Highlight the Lions, press **B**, **A**, **R**, **R**, **Y**.
'67 Packers—Highlight the Packers, press **B**, **A**, **Y**, **B**, **A**, **L**, **L**
'80 Oilers—Highlight the Oilers, press **A**, **R**, **A**, **B**, **Y**, **A**
'68 Colts—Highlight the Colts, press **B**, **A**, **L**, **B**, **A**, **L**, **L**.
'69 Chiefs—Highlight the Chiefs, press **B**, **L**, **L**, **Y**, **R**, **A**, **Y**.
'72 Dolphins—Highlight the Dolphins, press **L**, **R**, **B**, **B**.
'76 Vikings—Highlight the Vikings, press **B**, **R**, **A**, **L**, **L**.
'85 Patriots—Highlight the Patriots, press **R**, **A**, **Y**, **B**, **A**, **R**, **Y**
'79 Saints—Highlight the Saints, press **Y**, **A**, **L**, **L**.
'86 Giants—Highlight the Giants, press **L**, **B**, **L**, **A**, **R**, **R**.
'68 Jets—Highlight the Jets, press **A**, **R**, **R**, **A**, **Y**.
'77 Raiders—Highlight the Raiders, press **B**, **Y**, **B**, **Y**, **L**, **A**.
'60 Eagles—Highlight the Eagles, press **A**, **L**, **L**, **Y**.
'78 Steelers—Highlight the Steelers, press **L**, **A**, **Y**, **B**, **R**.
'68 Rams—Highlight the Rams, press **B**, **A**, **R**, **L**, **Y**
'81 Chargers—Highlight the Chargers, press **A**, **Y**, **R**, **B**, **A**, **L**, **L**.
'84 49ers—Highlight the 49ers, press **B**, **A**, **Y**, **A**, **R**, **Y**, **A**.
'78 Seahawks—Highlight the Seahawks, press **A**, **L**, **A**, **R**
'79 Buccaneers—Highlight the Buccaneers, press **Y**, **A**, **R**, **R**
'82 Redskins—Highlight the Redskins, press **L**, **Y**, **B**, **R**, **L**.
NFLPA Free Agents—Highlight the Panthers, press **L**, **Y**, **B**, **R**, **A**, **R**, **Y**.

Tiburon Gotcha—Highlight the Jaguars, press **A, Y, B, A, B, Y**
EA Sports—Highlight the All-Madden team, press **B, A, L, L, SELECT.**

15-Second Quarters

To play a super-short game with just one minute on the clock, go to the "Game Setup" menu and highlight the "Quarter Len." option, then press **Y, A, Y, A, R** on either Controller 1 or 2. The quarter length will be set to a mere 15 seconds.

Super Bowl Win Screen

To see a sneak preview of the victory ending that appears when you win the Super Bowl, go to the "Game Setup" menu and press **A, Y, A, Y, L.**

Reset Game Stats

To access a programmer's secret debugging screen, hold the **START, SELECT, L, R** and **A** buttons on Controller 2 while turning the game on. Once you're at the hidden "Gamepak Stats" screen, you can clear the battery-backed memory by pressing **Down, B, Y, L** and **R** simultaneously; this will erase all of your records and stats, which is a good way to make your older brother really mad.

MADDEN NFL '97

Super Bowl Win Screen

To see a sneak preview of the victory ending that appears when you win the Super Bowl, go to the "Game Setup" menu and press **A, Y, A, Y, L.**

Defeat Salary Cap

If you're trying to make a trade and you see a message from the commissioner telling you that your trade exceeds the NFL salary cap, press **Y, A, SELECT, A** to bypass the salary cap restriction and approve the trade.

Secret Teams

At the "Team Select" screen in Play Now" mode, enter one of the following codes while the '97 version of the indicated team is on the screen.

'75 Cardinals—Highlight the Cardinals, press **Y, R, A, L, L.**
'80 Falcons—Highlight the Falcons, press **A, L, L, Y, R.**
'90 Bills—Highlight the Bills, press **B, Y, L, L, SELECT.**
'85 Bears—Highlight the Bears, press **A, L, L, R, B.**
'81 Bengals—Highlight the Bengals, press **B, L, A, R, A**
'86 Browns—Highlight the Ravens, press **B, Y, R, R, Y**
'77 Cowboys—Highlight the Cowboys, press **B, A, R, R, Y.**
'86 Broncos—Highlight the Broncos, press **L, L, Y, A, Y**
'52 Lions—Highlight the Lions, press **SELECT, Y, L, L, Y.**
'66 Packers—Highlight the Packers, press **SELECT, R, B, A, Y.**
'93 Oilers—Highlight the Oilers, press **R, SELECT, R, SELECT, Y.**
'70 Colts—Highlight the Colts, press **B, R, SELECT, SELECT, Y**
'69 Chiefs—Highlight the Chiefs, press **L, Y, R, R, A**
'72 Dolphins—Highlight the Dolphins, press **A, L, L, B, SELECT**
'76 Vikings—Highlight the Vikings, press **B, R, R, R, R**
'85 Patriots—Highlight the Patriots, press **B, L, Y, SELECT, A.**
'87 Saints—Highlight the Saints, press **L, B, L, B, SELECT.**
'90 Giants—Highlight the Giants, press **B, Y, R, L, SELECT**
'68 Jets—Highlight the Jets, press **Y, Y, A, L, L.**
'76 Raiders—Highlight the Raiders, press **B, R, A, L, Y**
'80 Eagles—Highlight the Eagles, press **B, A, L, B, Y**
'78 Steelers—Highlight the Steelers, press **SELECT, L, A, SELECT, R.**
'79 Rams—Highlight the Rams, press **L, R, R, A, SELECT.**
'94 Chargers—Highlight the Chargers, press **SELECT, A, L, L, Y.**
'88 49ers—Highlight the 49ers, press **B, A, Y, Y, R.**
'78 Seahawks—Highlight the Seahawks, press **A, R, R, Y, Y.**
'79 Buccaneers—Highlight the Buccaneers, press **R, R, L, L, SELECT**
'82 Redskins—Highlight the Redskins, press **B, L, L, R, R**
NFLPA Players Inc.—Highlight the All-Madden team, press **A, L, L, A, L, L.**
Tiburon—Highlight the Jaguars, press **SELECT, Y, SELECT, R, L.**
EA Sports—Highlight the Panthers, press **L, A, R, R, Y**

MAGIC SWORD

Secret Menu

Highlight the word "EXIT" at the Option menu, hold **START+L** on Controller 2 and press **START** on Controller 1. You'll get a new option menu that allows you to increase your health and start on any floor up to the highest one you reached since you turned the game on.

THE MASK

Cheat Menu

At the options screen, press **A, B, X, Y, L, R, L, A, B.** If you've done this correctly, you'll get a secret "Cheat Options" menu that allows you to give yourself unlimited lives, energy and morph ability. If you turn the "Level Selector" option on, you can skip stages at the level map screen by pressing the **SELECT** button.

MAUI MALLARD IN COLD SHADOW

Passwords

Level 2—Q V R B L P
Level 3—C N F J T S
Level 4—P H M B T T
Level 5—N F X D Q H
Level 6—S X G D L J
Level 7—M D V C B Q
Level 8—H R T G D V

MECHWARRIOR 3050

Stage Passwords

Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different stages.

Mission 1—BMBRMN
Mission 2—65C816
Mission 3—B1GBND
Mission 4—FSPRNG
Mission 5—YHWX11

Unlimited Ammo

Enter the password M1R0G3, you'll automatically return to the title screen. Now start a game, and you'll find that your ammunition is never used up.

Invincibility

You must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password, after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code MKWFLL. Now start a game, and you'll see that your 'mech's health meter will never register any damage.

Play as an Enemy Mech

Turn the game on and wait for the Tiburon Entertainment logo to appear. When it does, press **Down** on the D-pad, then **A**, then **X**. Next, go to the password entry screen and input the code XTRM3K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCat.

MEGA MAN VII

Hidden Versus Mode

Choose the password option from the title screen and enter the password **1 4 1 5 / 5 5 8 5 / 7 8 2 3 / 6 2 5 1.** When all of the numbers/faces are in place, hold the **L** and **R** buttons on top of Controller 1 and press **START**. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a *Street Fighter*-style arena for two players. Mega Man's Arrow Slasher is ↓↘→+Y and his Leg Breaker is ↓↓+B. Bass' Buster Kick is →↓↘+Y and his Sonic Crasher (while jumping) is →→+Y. Both fighters can block by quickly pressing **Up** twice.

Full Power Password

Enter the password shown above under "Hidden Versus Mode", but don't hold the **L** and **R** buttons when you start. You'll begin at Dr. Wily's Castle with all items and weapons fully charged.

MEGA MAN X 2

Diagnostic Test

Hold the **B** Button on Controller 2 and turn on the SNES with *Mega Man X 2* installed.

Dragon Punch

You must have all eight weapons, all eight Heart Tanks and all four Sub-Tanks to do this. Defeat Violen and Serges during the last portion of your quest. Once you have the option of going to Agile's level, DON'T DO IT. Head to the Flame Stag's domain (Volcanic Zone) to max out your Sub-Tanks and extra men. Once you have maxed everything out—including weapons—head to Agile's level. Play through this stage until you reach an area where there are two ladders, one of which you cannot reach. Head to the left of the ladders to attract a bat. Freeze the bat with the Crystal Hunter somewhere near the upper ladder (make sure you can reach it from the frozen bat). Climb up the ladder. Charge up your Speed Burner to its maximum. Jump to the right, then use the Speed Burner in mid-air to get over the spikes on the floor. Fall through an opening in the floor thereafter. Use the air dash for the next set of spikes. After that there's a really long drop. Cling to the right wall and use the Radar to find the invisible section in the wall. The Dragon Punch power-up will be waiting for Mega Man. The Dragon Punch can only be used when Mega Man's health is full. Perform the Dragon Punch with →↓↘+Y.

MEGA MAN X 3

Chip Enhancer

You must have all eight Heart Tanks filled, all four Sub-Tanks filled, all four robot suits and the Dash Boots, Mega Buster, Armor and Sensor/Helmet upgrades to do this, and you can't do it with Zero. Go through the first stage of Dr. Doppler's lab until you reach a pit in the part where spiked balls are falling down from above. Jump into the pit and cling to the left wall, sliding down, you'll find a hidden tunnel that leads to Dr. Light. He'll give you a special chip enhancer and all four enhancement chips; now you can use all four chips at once instead of only being able to carry and use one chip at a time.

Get Zero's Weapon

Play through the first stage of Dr. Doppler's lab, then play as Mega Man *only* during the second stage. When you find the door that leads to the robot boss, switch to Zero, then enter and defeat the robot boss. Zero will be damaged during the battle and will give you his special weapon.

METAL COMBAT: FALCON'S REVENGE

Enter Your Name

At the title screen, press **L, A, B**, then **L** again. A "Name Entry" screen will appear; enter your name and that's what your partner will call you during the game.

MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Completion Passwords

Cells only: **3K5BGX0DR9X**
Cells and Laboratory only: **JGL8PKGHWTS**
Cells and Factory only: **TJQ33CDQZZD**
Cells, Laboratory, and Factory: **2SQZ21ZYRHB**
Cells, Laboratory, and Factory with all captives rescued: **TSMMHGBW43D**

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try". Now highlight the EXIT option and hold the **L** button on top of Controller 1 for about seven seconds, you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Passwords

3847—Level 2
5113—Level 3
3904—Level 4
1970—Level 5
8624—Level 6
2596—Level 7
0411—Two-Player Battle #1
1007—Two-Player Battle #2
1212—Two-Player Battle #3

MIGHTY MORPHIN POWER RANGERS: THE FIGHTING EDITION

Boss Code

To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the **X** and **Y** buttons down and press **START**. Both players can use this code to play Ooze vs. Ooze battles.

MIGHTY MORPHIN POWER RANGERS: THE MOVIE

Power-Up Code

At the title screen, press **Up, Down, Left, Right, X, B, Y, A**, the screen will flash if you've entered the code correctly. Now start the game and you'll see that you will start each level with your Power Ranger suit on instead of having to pick up the lightning bolt icons to earn it.

MLBPA BASEBALL

Cheat Passwords

PWRP—activates "Power Pitching." All pitchers can now throw up to 40 MPH faster.
PWRHT—activates "Power Hitting." All batters have maximum power on every swing.
ZZNG—activates "Turbo Throwing." This doubles the throwing speed of fielders.
VRRRM—activates "Hyper Running." The running speed of all players is doubled.
RBBR—changes to a "Rubber Field." Balls bounce higher; lots of ground-rule doubles.
BRRR—Play on an "Ice Field." It doesn't look like ice, but the ball will roll forever.
XXXX—"Simulation Mode"; the computer is tougher to beat.
NNTH—Start in the bottom of the ninth with the home team down 4-0.

MORTAL KOMBAT

Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down
Johnny Cage—Forward, Forward, Forward, **Y**
Kano—Back, Down, Forward, **B**
Rayden—Forward, Back, Back, Back, **Y**
Sub-Zero—Forward, Down, Forward, **Y**
Sonya—Forward, Forward, Back, Back, **R** (Block)
Scorpion—Up, Up (easier if you hold Block)

Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". During this battle, you must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile.

Bugs

In the first or second round of a battle, finish your opponent with a projectile attack (fireball, spear, etc.) at the end of the round. When the next round starts, you can throw the same projectile without touching the D-pad by pressing the last button you used to do the move.

Set the difficulty level to "Very Easy" and start a one-player game. Allow yourself to be defeated in every match until you reach the Hall of Champions stage. Now the computer character can throw you from any spot, even if they're all the way on the other side of the screen.

Perform Rayden's fatality on the third endurance stage in a one-player game; when Goro appears, he will be silver-colored and flashing.

MORTAL KOMBAT II

Endurance Mode

At the Start/Option screen, hold the **L** and **R** buttons on top of the controller and press **START**. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight; you can even choose the same four characters. Press **SELECT** to have the computer pick four characters at random. Once the eight fighters have been chosen, press **START** to begin the match, a two-player elimination battle.

Secret Introduction

Hold the **L** and **R** buttons on top of Controller 1 while turning on your Super NES with *Mortal Kombat II* plugged in. Continue to hold the buttons down until the Acclaim logo appears. You'll see a special intro.

Note. Each of the following special codes must

be entered *quickly* at the character-select screen.

Near Invincibility + 1-Hit Opponent "Danger" Mode

Quickly press **Down, Up, Right, Up, Left+SELECT** at the character-select screen

30 Credits

Quickly press **Left, Up, Right, Down, Left+SELECT** at the character-select screen. Repeat whenever necessary to refill your credits.

Extra Fatality Time

Quickly press **Up, Up, Left, Up, Down+SELECT** at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit.

Go Directly to Shao Kahn

Quickly press **Right, Up, Up, Right, Left+SELECT** at the character-select screen

Go Directly to Kintaro

Quickly press **Up, Down, Down, Right, Right+SELECT** at the character-select screen.

Go Directly to Smoke

Quickly press **Up, Left, Up, Up, Right+SELECT** at the character-select screen.

Go Directly to Sub-Zero

Quickly press **Up, Down, Down, Left, Right+SELECT** at the character-select screen

Go Directly to Noob Saibot

Quickly press **Left, Up, Down, Down, Right+SELECT** at the character-select screen

Disable Throws

Immediately after choosing your characters in two-player mode, hold **Down** and **HIGH PUNCH** on both controllers until the match begins.

MORTAL KOMBAT 3

Play as Smoke

At the copyright screen that appears when you first turn the game on, hold **Left** and **A**. When the Williams logo appears, release the buttons and hold **Right** and **B**. When the words "There is no knowledge that is not power" appear, release the buttons and hold **X** and **Y**. Continue to hold the buttons until the *MK3* logo appears; Smoke will walk into the screen and you'll hear Shao Kahn say, "Outstanding!" Smoke is now a playable character in the one- and two-player modes

Tournament Mode

At the main menu, highlight the word "Start", hold the **L** and **R** buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold **Up** and press **START** for a random selection of all eight characters.

Sound Test

At the main menu, press **A, Y, B, X**. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.

"Kool Stuff" Menu

At the main menu, press **Up, Up, Down, Down, Left, Right, A, B, A**. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits

"Kooler Stuff" Menu

At the main menu, press **SELECT, A, B, Right, Left, Down, Down, Up, Up**. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

"Scott's Stuff" Menu

At the main menu, press **X, B, A, Y, Up, Left, Down, Right, Down**. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs screen" codes

MR. DO!

99 Lives

When the Universal logo appears at the beginning of the game, press **Left** eight times. When the game starts, you'll have 99 lives in reserve.

Stage Select

When the Universal logo appears at the beginning of the game, press **Down** eight times. When the main menu appears, you'll find a stage-select option; press **Left** or **Right** to choose your starting stage number

Change Title

When the Universal logo appears at the beginning of the game, press **Up** eight times. When the title screen appears, it will say "Mr Du!"

NBA GIVE 'N GO

Super Difficulty Level

At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You'll hear the sound of a basketball bouncing off the rim. Now access the options menu to find a fourth—extremely challenging—difficulty level called "S".

NBA HANGTIME

Secret Characters

Select "Enter Name" at the "Choose Option" screen, then enter one of the following names with the PIN number shown to play as a secret character

Olav—OLAV 2509

Chris—CHRIS 0912

Nels—NILS 5555

Che—CHE 6581

Kungen—KUNGEN 1414

Henrik—HENRIK 6502

Johan—JOHAN 1911

Turmel—TURMEL 0000

DiVita—DIVITA 0000

Team Photo

Enter your name as "FUNCOM" with the pin number 1993 to see a photo of the design team that converted *NBA Hangtime* for the Super NES

Secret Power-Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts

No Tag Arrow—Press **Left, Left, B, R**

Rooftop Court—Press **Left, Left+Y, Left, Left+Y**

City Court—Press **Down+B, Down, Down+A, Down, Down+X, Down, Down+Y. Down**

Jungle Court—Press **L, R, SELECT, START, Up, Down, A, B, Y, X**

Grand Champion Demo—Press **START, Y, Right, A, B, Up, START, Up, Down, Down, START, L, A, Down. Down**

Unlimited Turbo, Hyper Speed, Max. Block, Max. Speed, Fast Pass—Press **Up, Right, Down, Left, START, A, B, Y, X, SELECT**

Computer Assistance Off—Press **Right, Right+B, Right, Right+B**

In addition to the above codes, the following power-ups can be activated by using the **Y, B** and **A** buttons to change the numbers at the bottom of the screen as follows.

Tournament Mode—111

Fast Pass—120

Steal Turbo—273

Max Speed—284

Unlimited Turbo—461

No Pushing—390

Hyper Speed—552

Max Block—616

Max. Steal Ability—709

Max Power—802

Goaltending Allowed—937

NBA JAM

Special Guest Players

To access the game's secret characters, follow the specific instructions for each player listed below

Mark Turmell: Enter MJ, highlight T, hold **START** and **R** and press **A**

Sal DiVita: Enter SA, highlight L, hold **L** and **R** and press **X**

Jamie Rivett: Enter RJ, highlight R, hold **START** and **R** and press **X**

Bill Clinton: Enter AR, highlight K, hold **START** and **L** and press **X**

A. Gore: Enter NE, highlight T, hold **L** and **R** and press **A**

Dan "Weasel" Feinstein: Enter SA, highlight X, hold **L** and **R** and press **X**.

Asif "Chow-Chow" Chaudhri: Enter CA, highlight R, hold **L** and **R** and press **X**

Tom "Scruff" Radewagen: Enter RO, highlight D, hold **START** and **R** and press **X**.

Eric "Kabuki" Kuby: Enter QB, highlight "■" (the space character), hold **START** and **L** and press **X**.

Eric "Air Dog" Samulski: Enter AI, highlight R, hold **START** and **L** and press **X**.

Warren Moon: Enter UW, highlight "■" (the space character), hold **START** and **R** and press **A**.

George "P-Funk" Clinton: Enter DI, highlight S, hold **START** and **L** and press **A**

Secret Power-Ups

The following cheats—when performed at the pregame screen that says "Tonight's Match-Up"—will give you different power-ups and interesting effects.

Shot Percentage Indicator: Press **A**, then press and hold **A, B** and **Down** until the tip-off.

"Juice Mode": Press **A**, then press and hold **B** and **X** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the B button 15 times.

Power-Up Defense: Press **A** four times, then press it again and hold it down until the tip-off.

Power-Up Turbo: Press **A** 13 times, then press and hold **A, B** and **Y** until the tip-off

Power-Up Fire: Press **B** seven times, then press and hold **B, Y** and **Up** until the tip-off

Power-Up Dunks: Rotate the D-pad 360° and press the B button 13 times.

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press **A**; highlight "G", hold **START** and press **B**, highlight "R", hold **START** and press **B**

Benny (team mascot): Highlight "B", hold **START** and press **B**, highlight "N", press **A**; highlight "Y", hold **START** and press **Y**

Hugo (team mascot): Highlight "H", press **A**, highlight "G", hold **START** and press **Y**; highlight "O", hold **START** and press **A**.

Crunch (team mascot): Highlight "C", hold **START** and press **A**; highlight "R", hold **START** and press **B**, highlight "N", press **A**.

Bill Clinton: Highlight "C", hold **START** and press **A**, highlight "I", press **A**, highlight "C", hold **START** and press **B**

Hilary Clinton: Highlight "H", press **A**; highlight "C", hold **START** and press **B**; highlight "■" (the space character), press **A**.

Prince Charles: Highlight "R", hold **START** and press **B**, highlight "O", hold **START** and press **A**, highlight "Y", press **A**.

Heavy D: Highlight "H", hold **START** and press **A**, highlight "V", press **A**; highlight "Y", hold **START** and press **B**

Jazzy Jeff: Highlight "J", hold **START** and press **Y**; highlight "A", hold **START** and press **A**; highlight "Z", hold **START** and press **A**.

Fresh Prince: Highlight "W", hold **START** and press **Y**; highlight "I", hold **START** and press **B**; highlight "L", press **A**.

Larry Bird: Highlight "B", hold **START** and press **A**; highlight "R", hold **START** and press **Y**; highlight "D", hold **START** and press **A**.

Frank Thomas: Highlight "S", hold **START** and press **B**; highlight "O", press **A**, highlight "X", hold **START** and press **A**

Randall Cunningham: Highlight "P", press **A**; highlight "H", hold **START** and press **A**; highlight "I", hold **START** and press **Y**

Mike D: Highlight "M", hold **START** and press **Y**; highlight "K", press **A**, highlight "D", hold **START** and press **Y**

AdRock: Highlight "A", press **A**; highlight "D", hold **START** and press **Y**, highlight "R", hold **START** and press **B**

MCA: Highlight "M", hold **START** and press **B**, highlight "C", hold **START** and press **B**; highlight "A", press **A**

Mark Turmell: Highlight "M", hold **START** and press **A**; highlight "J", press **A**, highlight "T", hold **START** and press **A**.

Jamie Rivett: Highlight "R", press **A**, highlight "J", hold **START** and press **A**; highlight "R", hold **START** and press **Y**.

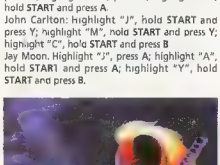
Sal DiVita: Highlight "S", hold **START** and press **A**, highlight "A", hold **START** and press **Y**, highlight "L", press **A**.

Shawn Liptak: Highlight "S", press **A**; highlight "L", hold **START** and press **B**; highlight "■" (the space character), hold **START** and press **B**.

Tony Goskie: Highlight "T", hold **START** and press **B**; highlight "W", press **A**; highlight "G", hold **START** and press **A**.

John Carlton: Highlight "J", hold **START** and press **Y**; highlight "M", hold **START** and press **Y**; highlight "C", hold **START** and press **B**

Jay Moon: Highlight "J", press **A**; highlight "A", hold **START** and press **A**; highlight "Y", hold **START** and press **B**.



Kirby: Highlight "C", hold **START** and press **B**, highlight "K", press **A**; highlight "■" (the space character), hold **START** and press **Y**.

Snake: Highlight "G", hold **START** and press **A**, highlight "O", hold **START** and press **Y**, highlight "F", hold **START** and press **B**

Falcus: Highlight "J", hold **START** and press **A**; highlight "F", press **A**; highlight "■" (the space character), hold **START** and press **Y**

Musketo: Highlight "M", hold **START** and press **B**, highlight "C", hold **START** and press **B**; highlight "M", hold **START** and press **Y**

Hill: Highlight "N", hold **START** and press **A**; highlight "D", hold **START** and press **B**, highlight "H", hold **START** and press **A**.

Chow Chow: Highlight "A", press **A**; highlight "M", hold **START** and press **A**; highlight "X", hold **START** and press **Y**.

Weasel: Highlight "R", hold **START** and press **B**, highlight "A", hold **START** and press **A**; highlight "Y", hold **START** and press **Y**

Brutah: Highlight "L", hold **START** and press **A**; highlight "G", hold **START** and press **B**; highlight "N", press **A**

Kabuki: Highlight "D", press **A**; highlight "A", hold **START** and press **B**; highlight "N", hold **START** and press **A**.

Facime: Highlight "X", hold **START** and press **B**, highlight "Y", hold **START** and press **B**, highlight "Z", hold **START** and press **A**.

Blaze: Highlight "B", hold **START** and press **Y**; highlight "L", press **A**; highlight "Z", hold **START** and press **Y**.

Kid Silk: Highlight "K", press **A**; highlight "S", hold **START** and press **B**; highlight "K", hold **START** and press **Y**.

Scooter Pie: Highlight "H", hold **START** and press **A**, highlight "T", press **A**; highlight "P", hold **START** and press **Y**.

Moosejaw: Highlight "M", hold **START** and press **B**, highlight "P", hold **START** and press **Y**; highlight "F", press **A**

Air Dog: Highlight "A", hold **START** and press **Y**; highlight "I", press **A**; highlight "R", hold **START** and press **B**

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up screen just before the tip-off

Display Shot Percentage. **Up, Up, Down, Down, B**

Quick Hands: **Left, Left, Left, Left, A, Right**

Max. Power: **Right, Right, Left, Right, B, B, Right**

Powerup Goaltending: **Right, Up, Down, Right, Down, Up**

Powerup Fire: **Down, Right, Right, B, A, Left**

Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**

Powerup Offense: **A, B, Up, A, B, Up, Down**

Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down, Up**

Powerup Dunks. **Left, Right, A, B, B, A**

Powerup Push: **Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall. **Up, Up, Up, Left, Left, Left, Left, A, A**

Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left, Left, Left, A, B**

Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**

High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, Down**

Speed Up. **Up, Up, Up, Up, Up, Left, Left, Left, Left, B, A**

Slippery Court: **A, A, A, A, A, Right, Right, Right, Right**

NFL QUARTERBACK CLUB

Secret Teams

Each of the following codes works at the main menu; after entering the code, go to the NFL Play mode and select a pre-season game. The secret teams will be included in the list of available teams

Jaguars/Panthers. **Up, Down, X, Y, Left, Up, B, A, Down, Y**

All-Pro teams. **B, Up, Left, A, X, Right, Up, B.**

Acclaim/Iguana teams: **Y, A, X, Y, Down, B, Left, Y, Up, Right**

NHL '94

Password

Play in the Stanley Cup Finals as the LA Kings (vs Montreal)

BJFC!CCM1XX9VJDG

THE NINJA WARRIORS

Stage and Area Select

Wait for the words "PUSH START" to flash on the title screen, then hold **X** and **Y** and press **A, B, A, A, A, A, B, B, B, A, B, A, B, A, B**. The "Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level

Music Test

Also at the title screen, wait for the words "PUSH START" to appear, then hold the **L** and **R** buttons on top of the controller and press **START**

OGRE BATTLE

Secret Area

To get to the secret battle in Dragon's Haven, begin a new game and enter FIRESEAL as your name. You must answer seven questions before beginning the game

ON THE BALL

Passwords

Final Stage—W R J M H
Switch Balls—G F X J F
Change Gravity—Z L J P J
Sound Test—N R R R P
Best Time—Z N G G X

OUT OF THIS WORLD

Passwords

Section 1—DKD
Section 2—HTDC
Section 3—CLLD
Section 4—BKG
Section 5—XDD
Section 6—FXLC
Section 7—KRFK
Section 8—KLFB
Section 9—DDRX
Section 10—HRTB
Section 11—BRTD
Section 12—TFBB
Section 13—TXHF
Section 14—CKJL
Section 15—JFCK

PAC ATTACK

Passwords

Level 90—BTF
Level 91—NSM
Level 92—QYZ
Level 93—KTT
Level 94—FGS
Level 95—RRC
Level 96—YLW
Level 97—PNN
Level 98—SPR
Level 99—CHB
Level 100—LST
Game End—JFK

PAC-IN-TIME

Stage Select

Enter the password LVDYK and return to the title screen. With the cursor on "One Player" at the Game Select screen, hold Left on the D-pad and hold the L and R buttons; while holding those buttons, press START to get the stage-select menu. Use L, R, X and Y to change the stage number

PAC-MAN 2: THE NEW ADVENTURES

Play the Original Pac-Man

Enter the password PCMNDPW

Play Ms. Pac Man

Enter the password MSPCMND

Play the Mine Cart Levels

Enter the password FFTDBZW

Sound Test

Enter BGMRQST

Time Trial

Enter TRLMDPW

Pattern Test

Enter PCMNPTT

PAPERBOY 2

Passwords

Midway stage—5738
Hard Way stage—6479

THE PEACE KEEPERS

Start Story Mode with All Six Characters

At the Selection Logo, hold L, R and A and press START. Continue to hold the buttons down as you begin the game; you'll find Norton and Orbot at the "Select Player" menu.

Two-Player Same-Character Code

At the title screen, highlight "1P Game." Hold L, R and Down on the D-pad on both controllers—the cursor should move down to "2P Game"—then press START on Controller 1. Now both players can choose the same fighter.

Secret Move

If Flynn's energy is below 10%, he can go into his fire-haired superhuman mode if you hold R, then immediately press ↓↘→↗x very quickly

Weird Features

If you go up to the door at the end of the first stage without going in, then return to the beginning of the game, you'll meet a secret character

If you go to the door at the end of the "Roy D. Tutto Hospital" stage without going in, then return to the manhole that you passed in the street, you'll find that the manhole is open; it's a shortcut to the "Stalag 17" stage

If you play as Prokop up to the Ozymandias Island stage, then play as any other character on that stage, Prokop will be killed when you go down the flight of stairs. If you don't fight the character at the beginning of the "Queen of Cups Bridge" stage, he'll kill one of the scientists; you need to visit all of the scientists in the game if you wish to see the alternate ending

PHANTOM 2040

Chapter 2 Password

JVH9TWGZTLDG
GGB8LNDCG7FW
KBGDY79KHYQQ
5NCZ728?FDD4
Chapter 3 Password
DVH1Y1G97LDF
8JBXQ6CHH2FW
KBGDY79QJYS8
5N1Z411P—7Y?
Chapter 4 Password
B8_M51PB3KXF
8_8DJ?1HN3YW
KBQDY9177JYS8
5M1?46FV23QT
Chapter 5 Password
_GBH33PH8LXF
8X8DJ?11J6DW
KCQDY1W3JYS7
5M276VC7K545
Chapter 6 Password
_BBH33PNH5WF
8X?DJ?1JB2JT
YCQDY1X3JYS7
5M29ZD2—RNW6
Chapter 7 Password
_DB195PS6SYF
8X9WJ?1HH9JQ
2CQDYHT4GZS7
5C29VJMRHWJK

PILOTWINGS

Passwords

Area 2—985206
Area 3—394391
Area 4—520771
1st Helicopter Mission—108048
Area 5—400718
Area 6—773224
Area 7—165411
Area 8—760357
2nd Helicopter Mission—882943

More Bonus Flight

A secret bonus flight is available to the Hang Glider at the Skydiving platform. While in the bonus flight press the A button a number of times to go as far out to sea as possible. A turbo controller is especially effective for this trick to fly further than the score markers. To get the extra 50 points you must continue flying until you get all the back to the beach where you took off

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Tap-Secret Cheats

Plug in Controller 2 and start the game with Controller 1. Press B on Controller 2 while the Pink Panther is standing still on the screen (before the "swinging tail" animation starts.) Now you're in "Exploration Mode"—grab Controller 1 and move Pink around the screen with the D-pad. You can make him move faster by holding the Y button on Controller 1. Go through walls, floors and ceilings, or head straight for the end of the stage. Press B again on Controller 2 to get out of "Exploration Mode."

Invincibility

To make the Pink Panther invincible, hold the L button on Controller 2 during the game. (You can use a rubber band or binder clip to hold it there.)

Slow-Motion Mode

To play in slow-motion, hold the R button on Controller 2

Stage Skip

To access a stage-skip option, simply hold SELECT and press START on Controller 1 during the game. You'll be sent to the beginning of the next level

PINOCCHIO

Refill Energy

Whenever you're low on energy during the game, press START to pause, then press Right, Left, X, X, Up, Down. When you unpause, you'll see that your energy has been maxed out

50 Lives

At the main menu—the one that says Start/Options—press B, Up, B, B, L, Y. When you start the game, your life counter will show "9", but you really have 50 lives

Stage Select

At the main menu—the one that says Start/Options—press L, Up, X, Up, R, Y, START. A stage-select menu will appear. Choose a stage with the D-pad, then press START to go there.

PITFALL: THE MAYAN ADVENTURE

Stage Select

At the title screen, wait until the boomerang appears, then press X, SELECT, A, SELECT, Y, A, X, SELECT. The name of the first stage will appear just under the game's logo, use the L and R buttons to choose your starting stage

Play the Original Pitfall!

At the title screen, wait until the boomerang appears, then press SELECT, A, A, A, A, A, A, SELECT and START

POCKY & ROCKY

Stage Select

At the "Select Player" screen, hold down the X and Y buttons while pressing A, A, A, A, B, B, B, B, A, B, A, B, A, B. Next, press START for the stage select menu.

POCKY & ROCKY 2

Passwords

Stage 3—V3BX
Stage 4—F87N
Stage 5—52YP
Stage 6—6D24
Stage 7—TR5C
Stage 8—GZLR
Stage 9—5K0Q

POPULOUS

Stage Select

In Conquest mode, pause the game and move the cursor over the map. Hold L and press A, then release. Hold R, press Y + B + X + A + SELECT, then release. Now high light the Armageddon icon and press A. If the icon stays gray, go to Game Setup, select Conquest and press A, then choose a starting stage with the X and B buttons.

POWER INSTINCT

Play as Super Otane

At the Game Start screen, put the cursor on VS Mode. Hold down Y, B, A and press START. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the L and R buttons. While you're holding the L and R buttons, punch in the code X, Y, B, A. Select the second player to go to the Stage Select screen where you should just press START

PREHISTORIK MAN

Stage Skip/Stage Select

At the Option menu, highlight "Exit", hold the L button and press START to return to the title screen. Next, highlight "Game Start", hold the R button and press START. With this code in place, you can skip to the end of the current stage at any time if you press and hold the SELECT button. To bring up a stage-select menu, just press the START button to pause, then hit SELECT

PRIMAL RAGE

Secret Cheat Menu

At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press Left, Left, Left, Right, Right, Left, Left, Right, Right, Left, Right. A new menu item called "CHEATS" will appear on the screen. Choose this option and you'll be able to kill or be killed with one hit, be invincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode, which unfortunately has no sound but is noticeably faster than the standard game.

PRINCE OF PERSIA

Passwords

Level 1—BRNGBB9
Level 2—MRG5L2X
Level 3—B6+TWNN
Level 4—9Z3NRDX
Level 5—LQHWTVR
Level 6—CGKDBZ2
Level 7—TH4Q++B
Level 8—VXPNBY2
Level 9—QLL!WHR
Level 10—HWB93WX
Level 11—7F39R1B
Level 12—H9TZDBN
Level 13—7TXF+9V
Level 14—H+KX3L7
Level 15—GZ9MRZJ
Level 16—84CPBC6
Level 17—QQNL2PV
Level 18—4Q7TMHJ
Level 19—QH_GIQ7
Level 20—HBJ12+Y

PRINCE OF PERSIA 2

Passwords

Level 2—CFGK_K
Level 3—DFFKLK
Level 4—FGCK_K
Level 5—GGMLCK
Level 6—HGFHRH
Level 7—JGBHNH
Level 8—KHHGCH
Level 9—LHHGDH
Level 10—MH_DJF

RADICAL REX

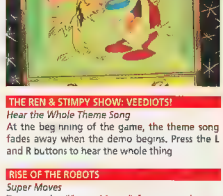
Stage Select

Go to the Title Screen. On Controller 2 enter the code Right, A, Down, Right, Y, X

REALMS

Invincibility/Stage Skip

At the Start/Options screen, press Up + R + X + B + START simultaneously and continue to hold them down until the screen goes black. When the game starts, you'll have infinite health; you can also skip to the next stage at any time by pressing SELECT + START simultaneously.



THE REN & STIMPY SHOW: VEEDIOTS!

Hear the Whole Theme Song

At the beginning of the game, the theme song fades away when the demo begins. Press the L and R buttons to hear the whole thing

RISE OF THE ROBOTS

Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-player game. Now you can trigger special tricks that last for about ten seconds each

Disable Special Moves: Down, Down, Down, Down + any button
Reverse Opponent's Controls: Forward, Forward, Forward, Forward + any button
Take No Damage: Back, Back, Back, Back + any button
Invisibility: Up, Up, Up, Up + any button

Boss Code

At the 1 Player/2 Player/Options menu, press Up, Right, Down, Left, B. Now you can fight against the Supervisor in a one-player game or play as the Supervisor on Controller 2 in a two-player game. Here are the supervisor's special moves:

Regenerate: Down, Back, Up
Mantis Kick: Down, Toward, Up

Invincibility

At the 1 Player/2 Player/Options menu, press Down, B, Up, B, Down, Left, Right, B. You'll be invincible in the one-player Trainer or Mission modes.

Watch All Cinema Scenes

At the 1 Player/2 Player/Options menu, press Left, B, Right, B, Down, Left, Right, B. You'll see all of the FMV scenes, one after another

ROAD RUNNER'S DEATH VALLEY RALLY

75 Lives Code

At the title screen, hold Left, SELECT, Y, R and START. Continue to hold these buttons down until the name of the first stage ("Zippity Splat") appears—you will start the game with 75 lives in reserve

ROBOCOP VS. THE TERMINATOR

Passwords

Future: TPST
Robot Killer: BSHK
Spaceship: HKFL

Skynet Outer Perimeter. SKTR
Skynet Inner Perimeter. SKMD
Storage Facility. DRFT
Inner Sanctum. SKNN
Skynet Core CPU: MWFX
Self Destruction: RNTM

Passwords
Chem VI, B Class. DR8R
QQTX R56M
Chem VI, A Class. OBD8
QQRX SWJ1
Drakonis, B Class: 7CB8 Q8T5 SWJ1
Drakonis, A Class: ZCB8 Q8R5 SWJ1
Bogmire, B Class: 1CB8 Q8TD SWJ1
Bogmire, A Class: KFBR Q8RD 9ZJ1
New Mojave, B Class: SFBR Q8TN 9ZJ1
New Mojave, A Class: JFBR Q8RN 9ZJ1
NHO, B Class: MFBR QB5X 9ZJ1
NHO, A Class: CFYR Q8QX 5TJ1
INFERNO, B Class: LFYR QB5% 5TJ1
INFERNO, A Class: BFYR Q8Q5 5TJ1

Sound Test
Go to the options screen and turn Larry off. Using either **A**, **B**, **X**, or **Y**, turn him back on and continue to hold that button down. Now whenever you hit the **L** button, you'll hear something different from Larry.

Race as a Lost Viking
When selecting your driver, press and hold **L**, **R** and **SELECT**, then push **Right** until a Lost Viking appears. (He's got better stats.)

THE ROCKETEER

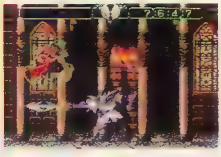
Stage Select
At the title screen, press **L**, **R**, **L**, **R**, **Down**; you'll hear a sound to confirm the code. After you select the number of players, the stage-select menu will appear

ROCKO'S MODERN LIFE: SPUNKY'S DANGEROUS DAY

Passwords
Easy
Level 2: COMICS
Level 3: MELBA
Level 4: HIPPO
Hard
Level 2: BLAZEZ
Level 3: BOTOWN
Level 4: GRIPES

ROCKY RODENT

Change Options
On the title screen, press **START**. As Rocky begins running across the screen press **Y**, **A**, **R**, **A**, **B**, then **A**. Use the D-pad to change the different elements of the game on the Extra Mode Screen. You can adjust the number of continues, the sound and your button configuration



SAMURAI SHODOWN

Play as Amakusa
At the Takara logo, press **A**, **Y**, **X**, **B**. Now select the "2 Player" game, at the character select screen, hold **L** and **R** and Amakusa will appear. Press **START** and keep holding the **L** and **R** buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too)

SATURDAY NIGHT SLAM MASTERS

Bring Weapons into the Ring
Jump out of the ring, find your weapon, and carry it to the far left or right side of the ring. Jump up and while you're in midair, press the Attack button to throw the weapon into the ring. You'll be able to use it while in the ring

SCOOBY-DOO MYSTERY

See the Credits
Enter the password **S P N N R** to see the game's credits

SEAQUEST DSV

Practice Passwords
These passwords will let you practice any mission and use 99 of the mini-subs. Note: The "*" represents the SeaQuest symbol.
Sector 0: PLVTONM
Sector 0: R3SCV3
Sector 1: SP33D3R
Sector 1: FIZTNKR
Sector 1: RACTOR
Sector 1: S3CVRTY
Sector 2: D4R*WIN
Sector 2: TOXIC4V
Sector 2: PRISONR
Sector 2: DRVGL4B
Sector 2: B4T_SHP
Sector 2: SHI3LD*

SECRET OF MANA

Reset
To reset the game without getting up to press the **RESET** button on the Super NES, hold **L**, **R** and **SELECT**, then press **START**

SEPARATION ANXIETY

Passwords
Level 2—DCCPMH
Level 3—MDRKJP
Level 4—STSPPC
Level 5—QPMJCV

SHAQ FU

Choose Any Character in Story Mode
At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kaori, 3=Beast, 4=Sett, 5=Mephis, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, *quickly* press **Up**, **Down**, **B**, **Left**, **Right**, **B**. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Secret Background
At the Options screen, *quickly* press **Up**, **Right**, **B**, **Down**, **Left**, **B**. The screen will flash yellow. Next, in the Duel mode, press **X+B** simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

Blood Code
At the Options screen, *quickly* press **Y**, **X**, **B**, **A**, **L**, **R**. The screen will flash red, now there's blood in the game.

SHIEN'S REVENGE

30 Continues
At the title screen, press **SELECT** seven times on Controller 2

Special Game
To play special game which allows the second player to control the bosses, hold **L** and **R** on Controller 2 while you start a new game. The game will go as normal until you reach the first boss, enabling Player 2 to control the boss's moves.

Seven Special Weapons
Press **START** seven times on Controller 2 when the title screen appears

Super Easy Mode
At the title screen, press the **L** button seven times on Controller 2

Super Hard Mode
At the title screen, press the **R** button seven times on Controller 2

SIM ANT

Drop Kitty
In the Full Game, select the Graph Icon and press **A**. Select the House option and press **A**. If the cat appears on the fence while you are on the House screen, point the cursor at it, then press **A** to watch the cat freak out and fall off the fence

SIM CITY

Cash Boost
Start a new city and spend all of your money, but make sure you buy at least one unit that requires funding, like a fire department. Reduce your funding levels and tax rate to 0%; then, when the tax screen appears at the end of the year, hold the **L** button and exit the screen. Continue to hold **L** and press **X** twice to advance the calendar to January, then raise your funding levels to 100% and leave the tax rate at 0%. Now exit the tax screen and release the **L** button; your bank balance will jump to $999,999.

Erase Saved Cities
At the title screen, press **L + R + SELECT + START + B** simultaneously to clear all saved cities and reset the game's scenarios

Hidden Landforms
Start a new city, but don't build anything. Wait for 20 seconds, then call up the Load/Save screen and select "Go to Menu," without saving your game. Now start a new city; when the Map Select screen appears, each of the 1,000 landforms will have different shapes than they had previously

SIM EARTH

Scenario Select
At the main menu, highlight "Scenario", hold **L**, **R** and **Y**, then press **A** to go to a stage-select menu. Choose any of the eight scenarios and press **START** to begin

SINK OR SWIM

Passwords
Stage 5—CRUMBS
Stage 10—JUMPED
Stage 15—JIGSAW
Stage 20—WARSAW
Stage 25—BANANA
Stage 30—OYSTER
Stage 35—TENNIS
Stage 40—ISLAND
Stage 45—CRATER
Stage 50—DENNIS
Stage 55—PADDLE
Stage 60—FATMAN
Stage 65—SUMMER
Stage 70—CLOUDS
Stage 75—KEBABS
Stage 80—LIZARD
Stage 85—SILVER
Stage 90—BRIDGE
Stage 95—RECORD

SKULJAGGER

Secret Fantasy Zones
To get to the Secret Fantasy Zone at Chapter 2, Area 1, at the start of the game go towards the right and climb down the first ladder. Continue towards the right again and go down the green rope. Get yourself on the top of the red crate, press **Down**, then **R**

To get to the Secret Fantasy Zone of Chapter 2, Area 2, walk to the right and go down the ladder at the start of the game. Go to the right and get yourself down the green rope. Go to the left of the purple crate and stand on top of it. Jump up three times, then press the **L** Button.

To reach the Secret Fantasy Zone of Chapter 2, Area 3, go to the right of Area 3 and get on top of the third chimney. Press **Down** and then press **R**

To get to the secret ending of Chapter 2, do not touch the large blue emerald at the end of Area 2. Instead, go to the left and go down the first ladder and then continue down the first green rope. Drop down the first hole located at the left. Stand in front of the first porthole and press the **Y** button

SPAWN

Passwords
Stage 2—D 9 9 6 3 D 1 D
Stage 3—4 H 2 5 3 D G F
Stage 4—4 C C 1 3 8 C F
Stage 5—O C 4 F 4 5 8 H
Stage 6—D 3 1 5 5 1 F G
Stage 7—O 9 B F 5 9 6 F
Stage 8—D 8 8 D 9 B 4 H

SPIDER-MAN

Level Select
After Spidey swings in and lands on the building on the title screen, press **Y**, **A**, **X**, **B**, **A**, **Right**, **Left**.

STAR FOX

Polygon-View Mode
At the "Continue?" screen you can play with the polygons in the game with the following controller functions
CONTROLLER ONE
Left and **Right**—Rotate object horizontally
Up and **Down**—Rotate object vertically
L *button*—Zoom out
R *button*—Zoom out
X *button*—Stop rotation
A *button*—Hold button down to "draw" with object; release button to clear screen
CONTROLLER TWO
Up, **Down**, **Left**, **Right**, **SELECT**, **START**, **Y** or **B**—Change to a different object

Two Secret Stages
To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll

approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids, first on the left, then on the right. Shoot the asteroid on the right and it will explode. A giant bird will appear. If you can fly directly into the bird, you'll be transported to a weird nebula that will appear on the lower right side of the map. At the end, you'll face a huge slot machine boss, shoot at the "arm" for a chance to win coin-power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

STAR TREK: DEEP SPACE NINE

Passwords
Mission 1—NJHHOM
Mission 2—SEPLOS
Mission 3—YOSMIS
Mission 4—VANDAQ
Mission 5—BIQPJM
Mission 6—DISYIB
Mission 7—NUDJIB
Mission 8—VESDUJ
Mission 9—YOTHOM
Mission 10—QLVMOH

STAR TREK: STARFLEET ACADEMY

Add New Ships in Training Simulator
To add your own player and opponent ships to Combat Training and Two-Player Training, hold down **L**, **R**, **SELECT** and enter the code **A**, **Y**, **B**, **Y** at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selection Menu." Once you've entered the code, it will stay there until the SNES is reset.

Choose Playtester Names
At the "New Cadet Registration" screen, hold down **L**, **R**, **SELECT** and enter the code **X**, **Y**, **X**, **Y** to select the name of one of the game's playtesters

Choose Star Trek Series Names
After you have entered the **X**, **Y**, **X**, **Y** code at the "New Cadet Registration" screen, hold down **L**, **R**, **SELECT** again and punch in **A**, **B**, **A**, **B**. Now you can play as James T. Kirk or any of the rest of them

Special Ending
When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. You can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes **X**, **Y**, **X**, **Y** and **A**, **B**, **A**, **B** while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing **SELECT**. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.

Passcodes
Freshman Year
Mission 101: XXXRXXYRXRYL
Mission 102: XXXRXAXLXRYY
Mission 103: XXXRLYYAXRYX
Mission 104: XXXRYYAXXRYL
Mission 105: XXXRBAXLXRYA
Sophomore Year
Mission 201: XXXRRXYRXYYB
Mission 202: XXXLXXABXYYA
Mission 203: XXXLAYYAXYYA
Mission 204: XXXLLYAXXYYX
Mission 205: XXXLYAXLXYYA
Junior Year
Mission 301: XXXLBXYRYLXX
Mission 302: XXXLRXYRY_XR
Mission 303: XXXBXXALYLXB
Mission 304: XXXBAYYAY_XA
Mission 305: XXXBLYAXYLXX
Senior Year
Mission 401: XXXBYXYRYYBL
Mission 402: XXXBBXABYYBA
Mission 403: XXXBRYYAYYBX
Mission 404: XXXAXYYAYYBA
Mission 405: XXXAAYAYYYBB
Final Exam
Mission 000: XXXALAXRYYBY

STREET COMBAT

50 Extra Credits
At the Option screen, highlight the "Credit" option and press **SELECT** 10 times

STREET FIGHTER ALPHA 2

Secret Stage
Select "Versus Mode" and choose your characters. When the stage-select menu appears, highlight Sagat's stage and hold the **START** button for four seconds, then press an action button before you release **START**. You'll get to fight in a secret stage, a grassy Australian field.

Play as "Classic" Chun-Li
At the character-select screen, highlight Chun-Li, hold the **START** button for at least three seconds, then press any button to choose her before releasing **START**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move

STREET FIGHTER II

Character Vs. Same Character
As the Capcom logo is starting to appear at the start of the game, quickly press **Down**, **R**, **Up**, **L**, **Y**, **B**. You'll hear a sound to confirm the code, now both players can choose the same fighter in a two-player game. With this code in place, you'll also be able to listen to selection #30 from the Music Test menu at the option screen, this previously-inaccessible tune is the song that plays at the end of the game.
Character Vs. Same Character/Same Color
Select a one-player game and don't choose any character. After a few seconds, the computer will choose Ryu. When the match begins, press **START** on Controller 2 and choose Ken, then let the timer run out for four rounds for a "draw game." When the "Continue" screen appears, press **START** on Controller 2 and choose Ken to play against a same-color Ken. If you start this trick on Controller 2, let the computer pick Ken, then interrupt with Controller 1, pick Ryu for the "draw game" and pick Ryu on Controller 1 when you continue; you'll fight a same-color Ryu.
Configuration Screen
If you're in the middle of a game and you want to change the controller button configuration,

just hold the **SELECT** button while the world map is on the screen before your next match.
Remove Energy Bars
Select "Option Mode" from the main menu and simply press **START** to return to the title screen, repeating this process *27 times*. You'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "VS." modes. All music and sound effects will be disabled, too

STREET FIGHTER II TURBO

Disable Special Moves—Player One
Press **Down**, **R**, **Up**, **L**, **Y**, **B** while the "Capcom" logo is on the screen. Now all of your character's special moves have been disabled in the one-player mode.
Extra Turbo Speed
Press **Down**, **R**, **Up**, **L**, **Y**, **B** on *Controller 2* at the beginning of the game while the word "**TURBO**" is flying across the screen in huge letters. Now you have six additional hyperspeed settings in the game's "Turbo" mode
Disable Special Moves—Two Players
Enter a "**V.S. Battle**" and choose your characters. When the "Handicap" screen appears, press **Down**, **R**, **Up**, **L**, **Y**, **B** on *Controller 2*. You'll get a hidden configuration menu that shows you all of your character's secret moves and allows you to disable individual attacks

STREET RACER

Modify Character Abilities
Start a new game and choose any game mode. At the Driver Select screen, press **X**, **Y**, **X**, **Y**, **X**, **Y**, then hold the **X** Button. Continue holding **X** and use the D-pad to change your driver's abilities

STUNT RACE FX

Control the Pause Animation
Press **START** to pause the game. When the pause animation appears, press the **R** button to put the animation in slow motion. Press **Y** to speed up the car in the animation or press **SELECT** to run it backwards
Change Views
Start a game in any mode. Press **START** to pause. Press **SELECT** and the car in the pause animation will go backward. Then press **L**, **R**, **L**, **R**, **L**, **R**, **L**, **R** (unpause the game, and you'll have a new view.
Race Against the Computer in 2-Player Mode
Start a normal two-player game and select both vehicles. Don't mess with Controller 2. When the race begins, if nobody touches Controller 2 for three seconds, the computer will automatically race against you
Warp
Select the "Free Trax" race. Choose the 2WD car and the "White Land" course. When you start the race, you'll see a sign that says "Stunt Race FX." When under the sign, press **Jump** to warp to the upper part of the "White Land" course

SUNSET RIDERS

Extra Continues
Start a one-player game. When you run out of continues, before your last man dies, press **START** on controller 2. You can keep playing as Player Two with a full set of continues.

SUPER BATTLETANK: WAR IN THE GULF

Pause Cheat
Fire your machine gun at any target and press the **START** button to pause at the exact moment that the target is being hit. The target will continue to flash while the game is paused; within a few seconds it will be destroyed. Once you master the timing of this trick, it is possible to destroy an enemy tank with a single bullet

SUPER BOMBERMAN

Tiny Bomberman Mode
Enter "**5656**" at the password screen, then press **A**. You'll be sent back to the title screen. Now start the game and you'll find that all of the Bombermen have been reduced to microscopic size.
Passwords
Stage 1
Part 1: 5555
Part 2: 7503
Part 3: 5543
Part 4: 0513
Part 5: 5522
Part 6: 7564
Part 7: 3535
Stage 2
Part 1: 0055
Part 2: 4005
Part 3: 0043
Part 4: 5012
Part 5: 7024
Part 6: 5064
Part 7: 0034
Stage 3
Part 1: 5453
Part 2: 7402
Part 3: 3444
Part 4: 0412
Part 5: 2423
Part 6: 0464
Part 7: 4434
Stage 4
Part 1: 6154
Part 2: 4103
Part 3: 7144
Part 4: 5114
Part 5: 1122
Part 6: 4164
Part 7: 0135
Stage 5
Part 1: 5252
Part 2: 7204
Part 3: 5244
Part 4: 6213
Part 5: 4224
Part 6: 1264
Part 7: 3232
Stage 6
Part 1: 0652
Part 2: 3605
Part 3: 7645
Part 4: 5615
Part 5: 7623
Part 6: 4665
Part 7: 1635

SUPER BOMBERMAN 2

Full-Power Stage Passwords
Stage 1: 1111
Stage 2: 5462
Stage 3: 6763
Stage 4: 8784
Stage 5: 6925
Change Character Colors
At the player-select screen in a multi-player game, you can press the **SELECT** button to change your character to one of several different colors
Sudden Death Mode
Enter the password "**5656**" and start a multi-player game. When time starts to run out and the screen starts closing in, it won't stop—it will continue to shrink the playing area all the way to the center
Activate Jump Feature
With a multi-player adapter connected to your SNES, plug a controller into the Player 5 slot and press **START**. Now all of the players can jump during a Battle Mode game

SUPER BUSTER BROS.

Level Select
Press **START** at the title screen; then, when the "Select Game" screen appears, press **L**, **R**, **R**, **L**, **Up**, **Down**. A number will appear in the middle of the screen, indicating the level number. Choose your starting level and press **START**

SUPER CONFLICT

Mission Select
At the scenario map (with the jeep,) hold **L** and **B**, then **X** and **Y**. While holding, release the **X**, then hold it again. Release all buttons, then move the jeep up to the unit area. Press **L** and **B** to light the new area

SUPER GHOULS 'N GHOSTS

Stage Select and Sound Test Screen
From the option screen, move the cursor to "Exit", hold **L** and **START** on Controller 2 and press **START** on Controller 1.

SUPER MARIO KART

Character Shrink
To handicap your character in the GP and Match Race modes, press **Y** and **A** at the character select screen; your character will shrink. A "shrunken" character will be flattened if he or she comes into contact with any other driver
Replay Rotation
If you complete a race in the one-player time trials *without touching any obstacles or barriers*, choose the "Replay" option to watch your performance and you'll find that you can rotate your viewpoint by using the **L** and **R** buttons
2nd Player 1P Mode
Hold the **L** and **R** buttons while pressing **START** on the second controller to can play in the GP mode or Time Trials with your character on the *bottom* half of the screen
Ghost Racer Save
When you have a ghost that you'd like to save, hold **L**, **R** and **Y** at the menu screen that reads "CHANGE COURSE, RETRY, etc." and press **X**. The name of the course on which the ghost has been saved will appear in yellow on the "Course Select" menu. To retrieve the ghost from memory and race against him or her, choose that course and hold **L** or **R** while pressing **B** when the screen asks "Is this OK?" and the arrow is pointing to the word "Yes."
Hidden Courses for Time Trial/2P Match Race
At the "Course Select" menu, make sure the arrow is pointed at the words "MUSHROOM CUP" and press **L**, **R**, **L**, **R**, **L**, **L**, **R**, **R**. Then press **A**, and the words "SPECIAL CUP" will appear. These are the "hidden" courses that open up when you've won a gold trophy in each of the first three cups in the 100cc GP mode
Extra Credits
To earn extra credits, finish three races in the exact same position
Shortcuts
In Ghost Valley 1, head straight for the wall when you see the platform across the gap. If you have a feather, press **A** to use it just before you hit the wall and you will make the jump.
In Vanilla Lake 2, cross the finish line, line up next to it and drive straight for the water. Just before going into the drink, press **L** or **R** to get a good jump. Drive as far out into the water as you can, then turn left before the Fishing Lakitu gets you. Earn an extra lap when you cross the Finish Line while the Lakitu has you

SUPER MARIO RPG

Free Frog Coin
Near the sandy whirlpools in Land's End Desert, jump on a Shogun three times without touching the ground to receive a free Frog Coin
Extra Fireworks
If you buy extra fireworks in Moleville—you can purchase up to five—the fireworks show at the end of the game will be even bigger.

SUPER MARIO WORLD

Freeze and Collect
Enter a course that you have already completed and go up to a Berry above Yoshi's mouth. Release the item by pressing **SELECT** and have Yoshi jump and eat the Berry and the item at the same time. The action will freeze except for the Coin and 1-Up totals. Every 100 coins will earn you another 1-Up. Collect the maximum of 99 1-Ups, then press **START** and **SELECT** to exit.
Extra Invincibility
To earn eight 1-Ups in Donut Secret 2, climb the vine that is near the beginning of the course and release a Starman at the top. Drop down to the floor and collect the Starman before it falls into a hole. With the invincibility of the Starman, run to the block at the end of the course. If you're still invincible when you hit the block, you'll release another Starman. Collect it for extra invincibility

SUPER MARIO WORLD 2: YOSHI'S ISLAND

Bonus Stage Menu
At the map screen, hold the **SELECT** button and press **X**, **X**, **Y**, **B**, **A**. A top-secret menu of bonus games will appear, including a pair of two-player games

SUPER NOVA

Boss Mode

When the Taito logo appears, quickly press **Down, X, Up, B, L, R, Left, A** on Controller 2. With this code in place, you'll skip through the main stages to fight only the game's "boss" characters, one after another

SUPER PUNCH-OUT!!

Sound Test

When the Nintendo logo appears at the start of the game, hold the L and R buttons on Controller 2. Now you can choose to listen to the game's sound effects and music with Controller 1

SUPER PUTTY

Stage Skip

Press **START** to pause the game, then press **R, A, L, L, Y**. Now you can skip to the end of any stage at any time by pressing the **SELECT** button

SUPER R-TYPE

Stage Select

First, select your playing level, then, when the title screen with the option selection on it appears, press and hold **R** (on top of the controller) and **A** at the same time. Now press **Up** nine times. Press **START** to begin play, then press it again to pause. Once you've paused the game, press **R + A + SELECT**. Change the stage level and level of difficulty with the number located at the lower left corner. Numbers 01-07 indicate the stages while 11-17 indicate the level of difficulty

Power-Up Code

At the title screen, press **Down, R, Right, Down, Right, Right, Down, Right, Down, Down**. Start the game, press **START** to pause and press **R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right, Right** Select Power-Ups by pressing A-for Sky Attack Laser, B for Ground Attack Laser, X for Reflect Laser, Y for Spread Laser or R for Shot Gun Bomb Next press either A for Homing Missile or X for Spread Bomb.

SUPER SLAP SHOT

Change Team Skills

Enter the password "**.BR. C.D. BR.**" and press **START** Next, choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, press **Up** or **Down** to highlight any skill of either team, then press **Left** or **Right** to change that skill rating

Inverted Players

Enter the password ".SCH. R" and press **START**—the screen will say "BAD PASSWORD " Next, highlight "CANCEL" and press **START** Start the game, and the players will be skating upside-down

SUPER SMASH T.V.

Sound Test

On the one/two player select screen, press **Left, Right, Left, Left, Right** to call up the sound test screen Press the **START** button to exit

Up to Seven Lives and Seven Continues

On the one/two player select screen, press **Down, Left, Right, Up**. You'll enter a screen where you can set the amount of lives and continues you have at the beginning of the game. You can have from three to seven lives, and from four to seven continues.

Secret Rooms

There are three secret rooms, one in each of the three arenas The secret rooms aren't shown on the map, and the exit lights won't point to them

Arena 1: Clear the room "Total Carnage" (in the lower right corner of the map) Run through the door on the right.

Arena 2: Clear the room "Buffalo Herd Nearby!" (in the lower right corner). Run through the door on the right

Arena 3: Clear the room "Secret Rooms Nearby!" (in the lower right corner). Run through the door on the right

Pleasure Dome

You have to collect 10 keys to enter the Pleasure Dome When you clear the room "Have Enough Keys!" (near the end of the game), run through the door at the bottom of the screen

SUPER SOCCER

Germany Passwords

Vs. Uruguay—→ ↙ → ↓ ↗ ↑ ↑ →
Vs. Yugoslavia—↱ ↙ ↑ → ↘ ↓ ↓ ↓
Vs. Colombia —↘ ↙ ↓ ← ↘ ↓ ↓ ↓
Vs. Japan—→ → ↱ ↑ ↘ ← ↑ ↓
Vs. U.S.A.—↑ ← ↓ ↘ ↗ ← ↑ ↓
Vs. France—↑ ↙ → → ↘ ← ↓ ↑
Vs. Ireland—→ ↙ ↓ ← ↘ → ↑ ↑
Vs. Romania—→ ↗ ↑ → ↘ ↓ ↘ ↗
Vs. Cameroon—↑ → ↑ ↓ ↘ ↗ ↓ ↗
Vs. England—↑ ↗ ↓ → ↗ ↗ ↓ ↗
Vs. Holland →↙ ↓ ← ↘ ↙ ↓ ↓
Vs. Brazil—→ → → ↑ → ↘ ↓ ↑
Vs. Italy—→ ↗ ← ↓ → ↘ ↓ ↑
Vs. Argentina—↑ ↙ ↑ → ↘ → ↑ ↙
Vs. Nintendo Team—→ ↗ ↑ ← ↗ ↘ ↑ ↙

Computer vs. Computer match—↗ ↖ → ↙ → → ↑ →

Expert Mode—↗ ↙ → ↓ ↘ ← ↙ ↖

See End Credits—↑ ↑ ↗ ↓ → ↘ ↖ ↙

SUPER STAR WARS

Sound Test + Screen Codes

During any side-scrolling stage, hold **A + B + X + Y** and press **START** to enter the sound test screen. Press **START** again to go back to the game. Return to the sound test by executing the same trick. You'll notice that the words under SOUND TEST have changed. Repeat this trick several times until you've revealed the following two codes: **X, B, B, A, Y** for five continues and **Y, Y, X, X, A, B, X, A** for the lightsaber These codes can be entered at the title screen as described under "Debug Menu" below

Debug Menu

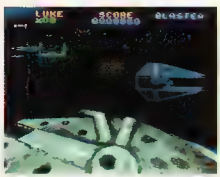
When the words "Start Game" and "Option Menu" appear after the title screen, quickly press **A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B**—listen for the sound of a Jawa to confirm the code. Note that this code will only work the first time the main menu appears after you turn the game on; the LucasArts logo must appear before the game is ready to accept the code, and you only get one chance to put it in before the demo starts. If you screw up, turn the power off, remove the cartridge and start over. Once you have successfully entered the code, start the game and you'll have access to the following special functions

• Character Select—A character-select menu will appear before each side-scrolling stage

• Stage Skip—Press **START** on Controller 2 to skip the current stage

• Debug Menu—During any side-scrolling stage, press **L + R** on Controller 2 to call up the "Game Debug Menu", which lets you choose any stage, change characters or weapons or even boost your life counter. (The "Health" option doesn't mean much, since your health meter will always be refilled when you exit the debug menu.)

• Invincibility/Map Mode—During any side-scrolling stage, grab Controller 2, hold **A + B + X + Y** and press **SELECT** Release the buttons and your character's X and Y coordinates will be displayed on the screen. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously.)



SUPER STAR WARS: THE EMPIRE STRIKES BACK

Sound Test + Screen Codes

During any side-scrolling stage, hold **Down + A + B + X + Y** and press **START** to enter the sound test screen. Press **START** again to go back to the game, then return to the sound test by executing the same trick. You'll notice that the words under "Sound Test" have changed. Repeat this trick several times until you've revealed the following two codes: **Y, Y, Y, Y** for "title fun" and **X, Y, A, B, X, X** for seven continues. These codes can be entered at the title screen as described under "Debug Menu" below. ("Title fun" means that during the introduction, you can use the D-pad and L and R buttons on both controllers to rotate the *Star Wars* logo, rotate, tilt and scroll the introductory text or even move the Star Destroyer around the screen.)

Debug Menu

When the words "Start Game", "Option Menu" and "Password" appear after the title screen, quickly press **A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X**—listen for Darth Vader's voice to confirm the code. Note that this code will only work the first time the main menu appears after you turn the game on; the LucasArts logo must appear before the game is ready to accept the code, and you only get one chance to put it in before the demo starts. If you screw up, turn the power off, remove the cartridge and start over. Once you have successfully entered the code, start the game and you'll have access to the following special functions

• Infinite Thermal Detonators

• Luke has all of the force powers at the start of the game

• The "Title Fun" trick works as described under "Sound Test" above.

• Stage Skip—Press **START** on Controller 2 to skip the current stage

• Debug Menu—During any side-scrolling stage, press **L + R** on Controller 2 to call up the "Game Debug Menu", which lets you choose any stage, change weapons or even boost your life counter. (The "Health" option doesn't mean much, since your health meter will always be refilled when you exit the debug menu.)

• Invincibility/Map Mode -During any side-scrolling stage, grab Controller 2, hold **A + B + X + Y** and press **SELECT** Release the buttons and your character's X and Y coordinates will be displayed on the screen. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously.)

SUPER STAR WARS: RETURN OF THE JEDI

Sound Test + Screen Codes

During any side-scrolling stage, hold **Down + A + X + Y** and press **START** to enter the sound test screen Press **START** again to go back to the game, then return to the sound test by executing the same trick. You'll notice that the words under "Sound Test" have changed. Repeat this trick several times until you've revealed the following codes: **Y, Y, Y, Y** for "title fun", **A, B, A, Y, A, X** for seven continues and **A, B, A, B, A, B, A, B** to see the ending credits. These codes can be entered at the main menu as described under "Debug Menu" below. ("Title fun" works as described above under *The Empire Strikes Back*.)

Debug Menu

When the words "Start Game", "Option Menu" and "Password" appear after the title screen, quickly press **A, A, B, B, X, X, Y, Y, A, B, X, Y, A, B, X, Y, A, B, X, Y**—listen for Salacious Crumb to confirm the code Note that this code will only work the first time the main menu appears after you turn the game on; the LucasArts logo must appear before the game is ready to accept the code, and you only get one chance to put it in before the demo starts. If you screw up, turn the power off, remove the cartridge and start over. Once you have successfully entered the code, start the game and you'll have access to the following special functions:

• Character Select—A character-select menu with all five characters will appear before each side-scrolling stage Highlight Leia and press **Right** to choose one of her alternate costumes

• Infinite Thermal Detonators

• The "Title Fun" trick works as described above

• Stage Skip—Hold **B** and press **START** to skip the current stage

• Debug Menu—During any side-scrolling stage, press **L + R** on Controller 2 to call up the "Game Debug Menu", which lets you choose any stage, change characters or weapons or even boost your life counter. (The "Health" option doesn't mean much, since your health meter will always be refilled when you exit the debug menu.)

• Invincibility/Map Mode—During any side-scrolling stage, grab Controller 2, hold **A + B + X + Y** and press **SELECT** Release the buttons and your character's X and Y coordinates will be displayed on the screen. You'll also be nearly invincible, with the ability to walk through walls and even drop through floors (by pressing **Down** and **B** simultaneously.)

SUPER STRIKE EAGLE

Mission Passwords

Libya Day: 066F87FH
Libya Night: 062H869D
Gulf War Day: CGG54724
Gulf War Night: 90B68G8C
Korea Day: 057F4902
Korea Night: HF3H09H8

Bonus Secret Mission

Enter the password G6CH422B to find an extremely difficult hidden mission in *Super Strike Eagle* You'll begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game

SUPER TENNIS

Don J Password

K8XD3HR—FT_WJPCC

2GNY8Q1_-4Q65C6P
D_5TK8X—D3HRFTL
W_PPDLW—1RK

Don J is located on a secret island you can't see on the world map

Exhibition Tournament Password

PC2GNY8—Q140065C
TLWJPC2—GNY8Q14
6PD_5TX—8XD3HRF
065QJNM—FTW

Super Player

Highlight the name of any character at the Player Select screen, then grab Controller 2 and press **L, L, L, L, L, X, R, R, R, R, R, R, X**. You'll hear the music change, now your player is powered-up

SYNDICATE

Cheat Password

Enter the following password to start the game with over 1.5 million credits plus lots of weapons and agents

—N D — S C — V — R — O — C H — — T

T2: THE ARCADE GAME

Stage Skip

At the title screen, press **Left, Up, Right, Up, Left, Left, Left, Right, Down, Down** before the High Score screen appears. Then, on the High Score screen, press **Right, Up, Up, Left, Right, Right, Right, Left, Down, Down, Right, Up** Now you can skip to the end of any stage like so: Pause the game, hold the L button, unpause.

TAZ-MANIA

Ten Continues

Press **B, A, Y, A, X, A** at the "OPTIONS" menu

99 Continues

Press **Y, X, B, X, A, X, L, R, B, A, Y, A, X, A** at the "OPTIONS" menu

Stage Select

Press **A, Y, A, Y, X, Y, B, A, R, L** at the "OPTIONS" menu

TECMO SUPER BOWL III: FINAL EDITION

Hall of Fame Players

It's not easy to do, but if you can win three Super Bowls in a row without skipping a game, then start the fourth season with the Trade Mode on, you'll find some super-talented Hall of Fame players in the Free Agent pool; they'll be the ones with no names, just a team name and number.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Use Ultimate Attack in Story Battle Mode

At the title screen, enter the following code on **Controller 2**: **Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X**. Now you can do "Ultimate Attacks" against the computer in Story Battle mode.

10 Credits

Use **Controller 2** at the title screen and tap in **B, B, B, A, A, A, X, X, X, X, X, X, X**. Now go to the **Option Menu** using Controller 1 and you'll see that a 10 credit selection can now be made

Boss Code

Press **X, Up, Y, Left, B, Down, A, Right, X, Up** on **Controller 2** at the title screen Choose the "Vs Battle" or "Watch" mode, and you'll be able to select Rat King or Karai by pressing **Right** while Shredder is highlighted (or by pressing **Left** while Leo is highlighted.)

Hyper Speed Mode

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** on Controller 2 at the title screen. Next, choose the "Options" screen and you'll find a new setting called "Hi-Speed 3" under the "Game Speed" option.

TETRIS ATTACK

Speed Code

When you first turn the game on and you hear a girl's voice say, "Nintendo!", quickly press **B, A, L, L**. You'll hear a signal to confirm the code. Now the game plays faster. With this code in place, Speed Level "1" is the same, but the speed scale has been adjusted so that the highest setting of "99" is roughly 25% faster than the "99" setting without the speed code in place.

Play as the Bosses

Start a two-player game and choose "Time Trial" or "Vs." mode. When the character-select screen appears, hold the L and R buttons on both controllers The game's four bosses will appear as playable characters

Extra Hard Mode

Start a one-player game in "Vs." mode. When the "Set Level" screen appears, highlight "Hard", hold **Up** on the D-pad and the L button and press **A** or **START**; the bottom half of the screen should turn red to confirm that you are now playing in Extra Hard mode

THUNDER SPIRITS

Extra Continues

You can gain up to 99 continues if you press the

B button rapidly at the title screen. You must press the button extremely fast; you'll hear a laser-like sound each time an additional credit is registered. Repeat as often as you like each time the demo returns to the title screen—the credits will continue to add up—but don't go over 99 credits or the counter will reset and you'll have to start the process over.

THE TICK

Stage Select

At the Options screen, set your Lives to seven, your Continues to four and your Arthurs to two. Go to the Test Sound option and set it for Teleport, then press **START**. Begin a new game, pause game, then press **SELECT** to bring up the Stage Select.

TINY TOON ADVENTURES: BUSTER BUSTS LOOSE!

Passwords

Level 2: Little Beeper, Montana Max, Elmyra
Level 3: Gogo, Shirley the Loon, Sweety
Level 4: Bookworm, Plucky, Babs
Level 5: Montana Max, Babs, Sweety
Unlimited Continues: Plucky Duck, Babs Bunny, Bookworm
Play Any Bonus Game: Elmyra, Shirley the Loon, Calamity Coyote

TOM AND JERRY

99 Lives

Press **START** during the game to pause, then press **L**, **Y**, **B**, **B**, **A**, **X**, **Y**, **Y**, **B**, **R**. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9." This is because the counter only goes up to nine, but you really have 99 lives in reserve.

Stage Skip

Press **START** to pause the game, then press **L**, **X**, **A**, **Y**, **Y**, **B**, **R**. You'll be warped instantly to the end of the current stage.

TOTAL CARNAGE

Hidden Voices

Enter your name as **YAWDIM** at the High Score screen, then press **Right** to find a secret screen. Press any button to hear the secret voices.

TOP GEAR

Amateur Passwords

South America—MOONBATH
Japan—GEARBOX
Germany—CAR PARK
Scandanavia—ROAD HOG
France—EMULATOR
Italy—ANALYSER
U.K.—HORIZONS

Pro Passwords

South America—FOUR MEG
Japan—LEGEND
Germany—THEWORLD
Scandanavia—LETSRACE
France—ALCHEMY
Italy—A LOOPER
U.K.—SEASONAL

Champion Passwords

South America—EDUCATED
Japan—OILCLOTH
Germany—WRECKAGE
Scandanavia—CARACOLE
France—EPYLLION
Italy—GLUCAGON
U.K.—KEELSON

TOY STORY

Invincibility + Stage Skip

In the game's first level ("That Old Army Game"), walk to the right until you reach the rubber ball that's next to the chest of drawers with the bucket of army men on it. Jump on the ball and gently tap to the right to land on the bottom drawer. When you're standing on the bottom drawer, hold **Down** on the D-pad for about six seconds. You'll see Woody's health star begin to spin in the upper left corner of the screen, indicating that you are now invincible for the rest of the game. With this code in place, you can also skip any stage as follows: Simply hit **START** during the game, then press the **SELECT** button while the game is paused. You'll be warped instantly to the end of the current stage.

TRUE LIES

Cheat Codes

Each of the following cheats works at the password screen, just enter the password, highlight END and press any button, the word "Authorized" should appear if you've entered the code correctly.

BGLVS—Infinite lives
BGGRLY—Infinite Energy
BGWPNS—Infinite Weapons
MNCHT—Stage Select

TUFF E NUFF

Boss Code

Choose "**START**" from the title screen. At the scenario-select screen, press **Left** three times, **Right** three times, **Left** seven times. "Vs. CPU" should be the highlighted option. Press **START** and a new menu appears in the "Vs. CPU" mode, giving you full "boss" access.

To play as boss characters in the two-player mode, enter the code as described, then push the **RESET** button on your SNES. Return to the scenario-select screen and press **Right** three times, **Left** three times, **Right** seven times. "1P vs. 2P" should be the highlighted option. Press **START** to get "boss" menus for both characters.

ULTIMATE MORTAL KOMBAT 3

Tournament Mode

At the main menu, highlight the word "Start", hold the **L** and **R** buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight different fighters for an Endurance match. Hold **Up** and press **START** for a random selection of all eight characters.

Play as Human Smoke

Choose Smoke at the character select screen, then press and hold High Punch + High Kick + Block + Run and point the D-pad away from your opponent (**Left** for Player 1, **Right** for Player 2.) When the fight begins, Smoke will change into Human Smoke.

Sound Test

At the main menu, press **Left**, **Down**, **Y**, **Y**. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.

"Kool Stuff" Menu

At the main menu, press **Up**, **Up**, **B**, **B**, **A**, **Down**, **Up**, **B**, **Down**, **Up**, **B**. This adds a new option called "Koo Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.

"Kooler Stuff" Menu

At the main menu, press **Up**, **B**, **A**, **Left**, **Down**, **Y**. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)

"Scott's Stuff" Menu

At the main menu, press **B**, **A**, **Down**, **Down**, **Left**, **A**, **X**, **B**, **Y**. This adds a new option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs. screen" codes, including disabling throws, blocks, sweeps and/or combos.

VORTEX

Cheat Passwords

Infinite Ammo—WSVTQ
Invincibility—HVZSM
Infinite Lives—JTTSJ
Level Switch—CTGXF

To use Level Switch, start a regular game. Instead of going to the first stage, press **Up** or **Down** on the D-pad to change your starting level.

WAR 2410

Passwords

Stage 2—K M D N N M L V Y
Stage 3—C R T N Y L G H
Stage 4—S H L Y M R
Stage 5—D B R N N B R N L
Stage 6—S L V T R M R N L
Stage 7—N D R N N M R C L
Stage 8—H R V M R C L
Stage 9—D N C M S T R
Stage 10—C L L N S M N
Stage 11—S T V N S M N
Stage 12—D N J R C M S T R
Stage 13—M N V R D C C
Stage 14—J N N M R P H
Stage 15—T M M L V Y
Stage 16—J S P H M R N L L
Stage 17—J N N Y S M N
Stage 18—S L J R S M N
Stage 19—P T M M R G N

WAR 3010

Passwords

Stage 2—Y T B H M G H
Stage 3—J R Q D G N P
Stage 4—R C Z K T L N
Stage 5—P W D N R S X
Stage 6—T B M H K L
Stage 7—C K X L D C N
Stage 8—K C C R Z R T
Stage 9—M B N V X J C
Stage 10—Q Q K F V W D
Stage 11—N Z S T D T P
Stage 12—L Y H J L B N
Stage 13—D L G F H Q K
Stage 14—H S J V L X F
Stage 15—F Z R J T V P
Stage 16—G Y W C K T H
Secret Checkers Game—C H C K R S
Secret Chess Game—C H C K M T
Secret Invaders Game—Z N X N V R

WEAPONLORD

Random Select

At the character select screen, hold **SELECT** and press any button to choose a random character.

Password

At the options screen, enter the password AYA YBB BYA AAY YBY AAA. This code allows you to play as the boss character, Zarak, in Story mode.

WING COMMANDER

Cheat Code

At the title screen, press **B**, **A**, **B**, **Y**, **B**, **Y**, **L**, **A**, **R**, **A** and **START**. Then, at the options menu, choose any missions from the 13 areas. This code enables you to become invincible as well as giving you a sound test.

WINGS 2: ACES HIGH

Passwords

Stage 4—c ! ! 6 b m H C J h t h M
Stage 5—B V ! w v ! H L P Q C M P
Stage 6—T ! L R L R ! w C 7 ! B K !
Stage 7—B t ! j G X ! d G _ Z S T
Stage 8—s B V 7 0 w W Y G B B
Stage 9—C G ! Y P D M 4 ! V ! G ! !
Stage 10—h V 0 0 J G] 4 B H ! 3
Stage 11—4 7 z G W 7 R 6 x m B ! 2
Stage 12—n ! 4 T b ! J G P M d v s ! h
Stage 13—G ! ! d P N G 1 B Q F D 6
Stage 14—C h D 8 Z C D c s W ! G
Stage 15—N H Q C K w b ! H X Q
Stage 16—! z B d P ! 7 B D B B ! K !
Stage 17—d 8 ! z h F ! G N L M 2 g
Stage 18—! ! F j K c S G J B q v G !
Stage 19—W 7 ! J B W C M G r ! M !
Stage 20—B B H n w L L 1 C B ! r

WOLFENSTEIN 3-D

Level Select

While holding the **R** button on top of the controller, turn on the SNES (or reset the console). Continue to hold **R** until B.J. appears on the screen with the mini-gun, then *immediately* press **Up** and **SELECT** simultaneously. The level select screen should then appear.

Extra Weapons, Ammo, and Keys

Press **R**, **Up**, **B**, **A** *quickly* at the Map Screen. Use this as many times as you want to restock.

God Mode

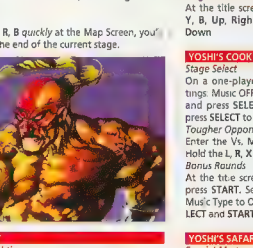
Press **B**, **Up**, **B**, **A** *quickly* at the Map Screen to become invincible.

Full Level Map

Press **A**, **A**, **Up**, **B** *quickly* at the Map Screen. Hit **START** to exit the Map Screen, then press **START** again to see the whole level, including secret rooms.

Level Skip

Press **Up**, **B**, **R**, **B** *quickly* at the Map Screen, you'll be sent to the end of the current stage.



WWF RAW

Change Abilities

At the Character Select screen, highlight any one of the wrestlers. Press the **SELECT** button, then enter the wrestler's code as shown below, you'll be able to change that wrestler's stats.

123 Kid: Press **Up**/**Left**, **A** and **START** simultaneously.
Bam Bam Bigelow: Press **A**, **Y** and **START** simultaneously.
Diesel: Press **Down**, **A**, **Y** and **START** simultaneously.
Doink: Press **Left**, **A**, **Y**, and **START** simultaneously.
Bret Hart: Press **Down**/**Left** and **START** simultaneously.
Owen Hart: Press **Up**, **A**, **Y** and **START** simultaneously.
Lex Luger: Press **Down**/**Right** and **START** simultaneously.
Shawn Michaels: Press **Down**/**Left**, **A** and **Y** simultaneously.
Razor Ramon: Press **Left**, **A** and **Y** simultaneously.
Undertaker: Press **Right**, **Y** and **START** simultaneously.
Luna Vachon: Press **Up**/**Right** and **A** simultaneously.
Yokozuna: Press **Up**, **A** and **Y** simultaneously.

Super Punch

At the start of the game you'll see a legal screen—it's the one that says "Licensed by Nintendo" at the bottom. Hold the **B** button and press **Y** as the text starts to fade. You'll hear one of the wrestlers say, "Ugh!" Start the game and you'll find that your wrestler has been equipped with a **Super Punch** that reduces your opponent's health meter by half.

Character vs. Same Character

At the character-select screen, tap the **L** button (on top of the controller) to make the WWF logo in the background stop moving. Next, press and hold the **R** button, then press and hold the **L** button—the background should be frozen again. While you're holding those buttons down (and the background is not moving), press the **SELECT** button. The current wrestler will be registered as your choice, and a duplicate of that character will be added to the list of available wrestlers. Your opponent can choose to fight as the same wrestler, or you can pick the same character to be his own tag-team partner.

X-KALIBER 2097

Level Select

At the title screen—the one with the "1 Player/2 Player game select—press **Right**, **Right**, **Left**, **Left**, **Up**, **Down**, **Left**, **Down**, **Down**, **Down**. Next, press the **A** button to get a Round Select menu.

Invincibility

Also at the *X-Kaliber 2097* title screen, try punching in the code **Left**, **Left**, **Right**, **Right**, **Down**, **Up**, **Right**, **Up**, **Up**, **Up**. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility.

YOGI BEAR

Stage Select

At the title screen, press **Up**, **Right**, **Down**, **Left**, **Y**, **B**, **Up**, **Right**, **Down**, **Left**, **B**, **Y**, **Up**, **Right**, **Down**.

YOSHI'S COOKIE

Stage Select

On a one-player game, use the following settings: Music OFF, Speed HIGH, Round 10. Hold **Up** and press **SELECT**. "Round 11" should appear; press **SELECT** to advance stages.

Tougher Opponents

Enter the Vs. Mode and set the Mode to COM. Hold the **L**, **R**, **X** and then press **START**.

Bonus Rounds

At the title screen, select the Action Mode and press **START**. Set Round to 10, Speed to Hi and Music Type to OFF. On Controller 2, Press **L**, **R**, **SELECT** and **START** simultaneously.

YOSHI'S SAFARI

Special Mode

At the title screen, hold the **X**, **Y**, **L** and **R** buttons and press **START** to enter the game's "Special Mode," an all-new adventure that's different from the main game.

YS III: WANDERERS FROM YS

Invincibility

First begin and save a game. Then, press **RESET** and wait until the American Sammy logo is complete on the screen. Then press **Up**, **Down**, **Up**, **Down**, **SELECT**, **START** on Controller 2 before the logo disappears. Select Continue, and then press **SELECT** to bring up a subscreen. Now, press **START** on Controller 2 and the word "Debug" will appear next to Status if you've done this correctly.

Sound Test

During play press **SELECT** to bring up a subscreen. Now, press **START** on Controller 2.

ZOMBIES ATE MY NEIGHBORS

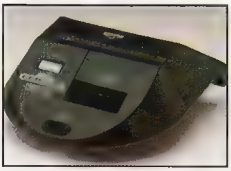
Bonus Level Password

Enter the password "**BCDF**" to find a hidden level with a 1-Up and a powerful Martian Bubble Blaster; you'll start the game at Level 1 when you complete it.

Genesis

Sega's 16-Bit Days of Glory

The Japanese equivalent of the Genesis, Sega's Mega Drive was produced in body styles that were nearly identical to their American counterparts; just with slightly different words printed on them.

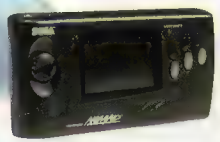


Sega's Power Base Converter set a precedent for video-game compatibility by allowing Genesis owners to play their old 8-bit Master System games on the Genesis hardware. The converter accepts games in both cartridge and "Sega Card" format.

With the introduction of Sega's 16-bit Genesis console in 1989, a whole new era of sophisticated home video games came into being; early Genesis advertising specifically targeted maturing gamers who were ready to "outgrow" the Nintendo Entertainment System. It's surprising, then, that some of the earliest known Genesis cheats resulted from a savage, abusive technique that could easily violate the machine's warranty! Like the wannabe-hackers who rapidly toggled the On/Off switches of their old Atari VCS machines to alter a game's parameters, many early Genesis adopters found hidden features or gained special powers in certain games by yanking a cartridge out of the machine while it was still turned on—ouch!—then plugging in a different cartridge and pressing the **RESET** button. By doing this, some of the memory locations used by the first game to store information would not be reset to their default values when the second game was loaded up. The results were unpredictable, but occasionally you'd find a combination of games that would make it worthwhile.

This smaller, redesigned Genesis unit first appeared in 1993 and quickly replaced the existing inventory of original machines. In a marked contrast to the company's previously noted careful attention to compatibility issues, the newer Genesis uses a power supply and A/V output cable that are completely incompatible with the older model.

Another less valuable (but more intriguing) side effect of this trick could be seen in certain first-party games that were manufactured for sale in both Japan and North America. Many early Genesis cartridges could display different titles depending upon whether they had been plugged into a North American Genesis unit or its Japanese equivalent, the Mega Drive. Using the cartridge-switching technique, some players found that they could trick the Genesis into displaying the Japanese title screens of certain games, which often featured different graphics.

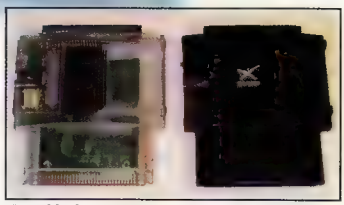


Released in 1995, Sega's Nomad system is a portable Genesis with a built-in color screen and stereo headphone jack. You could even plug in a second controller and play on a standard TV screen with the necessary hook-ups.

Because of the potential damage to your system and/or games, none of the cheats in this magazine will instruct you to remove a Genesis cart with the machine still turned on. We've found that—in many cases—these tricks were simply triggering cheat functions that could be accessed in other ways; for example, it's possible to access the cheat menu in *Jurassic Park* by swapping cartridges, but we'll give you a safer and more reliable method of accomplishing the same thing without damaging your system.

With two 32-bit processors, the 32X upgrade offered Genesis owners a taste of Sega's new Saturn system. Unfortunately, few of its 50-or-so games really took advantage of both processors, and the 32X made NO improvement to the Genesis' sound capabilities. You'll find tips for 32X games mixed in with standard Genesis cheats on the following pages.

Another tip-related Genesis anecdote: While Nintendo filed lawsuits and fought vigorously to prevent Galoob's NES Game Genie from being marketed in North America, Sega actually granted the Genesis Genie an official license! Does this mean that Sega thinks it's OK to cheat...or was the company simply trying to distinguish itself from Nintendo in every possible way? The world may never know...



Arguably the greatest innovation of the 16-bit video-game era, Catapult Technologies' XBand Game Modem allowed Genesis (and—later—Super NES) owners to play popular games like *Mortal Kombat II* and *NBA JAM* in two-player mode over phone lines. Seen at left is a pre-production XBand unit with clear plastic housing.

THE ADVENTURES OF BATMAN & ROBIN
Level Skip
To skip the level you're currently on, press **START** to pause, then press **B, A, Down, B, A, Down, Left, Up, C**. ("BAD BAD LUC".)

AERO THE ACRO-BAT
Level Select
Press **C, A, Right, Left, C, A, Right, Left** at the Start/Options screen. Start the game, press **START** to pause and press **Up, C, Down, B, Left, A, Right, B**. While the game is still paused, **hold A** and **C** simultaneously to get the level-select menu.
Infinite Stars/No Collisions
Press **Left, Right, A, B, C, Left, Right, Up, Down, Left, Right** at the level-select screen. "Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

AFTER BURNER (32X)
Arcade Mode
When the Sega logo appears, hold **A+C** and hit **START** on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start". Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode, if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code

ALADDIN
Stage Skip
During the game, press **START** to pause, then press **A, B, B, A, A, B, B, A** to warp to the end of the current stage
Cheat Menu
Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B, B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more

ALIEN 3
Stage Skip
At the "Options" screen, press **C, Up, Right, Down, Left, A, Right, Down** on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press **START** to pause, then press **C, A, B** and unpause.

ALISIA DRAGOON
Cheat Mode
After the Sega logo disappears from the screen, press and hold **A**. When the words "Produced by Game Arts" disappear from the screen, release **A** and hold **B**. When the words "Associated with Gaimax" disappear from the screen, release **B** and hold **C**. When the words "Music Composed by Menaco Associates" disappear from the screen, release **C** and press **START**. Now you can do the following tricks with Controller 2 while the game is in progress:
Stage Skip: Press **C**.
Warp to Stage 1: Press **C**, then press and hold **C**.
Warp to Stage 2. Press **C**, then press and hold **B**.
Warp to Stage 3. Press **C**, then press and hold **B** and **C**.
Warp to Stage 4. Press **C**, then press and hold **A**.
Warp to Stage 5: Press **C**, then press and hold **A** and **C**.
Warp to Stage 6: Press **C**, then press and hold **A** and **B**
Warp to Stage 7: Press **C**, then press and hold **A**, **B** and **C**
Warp to Stage 8: Press **C**, then press and hold **START**
Refill Damage Meter: Press **A** on Controller **2**, then hold **Up** on Controller 1 and press **B** on Controller 2.
Increase Thunder Magic: Press **A** on Controller 2, then hold **Left** on Controller 1 and press **B** on Controller 2.
Increase Magic Level/Hit Points of Friend: Press **A** on Controller 2, then hold **Right** on Controller 1 and press **B** on Controller 2
To pause the game for frame-by-frame slow motion, Press **A** on Controller 2, then tap **A** for each frame. To deactivate slo-mo, press **B** on Controller 2

ALTERED BEAST
Continue
When you run out of lives and the game ends, wait for the title screen to appear, hold the **A** button and press **START** to continue at the stage where you died.
Beast Select
At the title screen, point the D-pad in the **Down/Left** position, hold **A + B + C** and press **START**. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages.
Stage Select + Cheat Menu
At the title screen, hold **B** and press **START**. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press **START**; when the title screen appears, hold **A** and press **START** to warp to the chosen stage
Sound Test
At the title screen, point the D-pad in the **Up/Right** position, hold **A + C** and press **START**

ARCUS ODYSSEY
Act 8 Passwords for All Characters
Jedda Chef: KJCBHN YXR
Bead Shira: KR0DE2IZX5
Diane Fireya: LXBU2JOOHB
Erin Gashuna: HJKBQYIZPK

ARNOLD PALMER TOURNAMENT GOLF
Hidden Game
Hit the ball 100 times on the first hole without landing on the green; the game will end. At the Game Over screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You can play a limited version of *Fantasy Zone* until you reset the game.
New Improved Caddy
Enter ffffffffffffffffff999999999999999999 at the password screen for a more experienced caddy.
Hit the Ball Long Distances
Enter your name as EVE.

ARROW FLASH
Invincibility
At the option menu, change the "Arrow Flash" setting from "Stock" to "Charge". After the story demo, wait for the gameplay demo to begin, then press **START** and begin the game. Now whenever you hold the **C** button for five seconds, you'll be invincible for 10 minutes.

ASTERIX & THE GREAT RESCUE
Level Passwords
Level 2—NSULA
Level 3—CONDOR
Level 4—VIENNA
Level 5—AVALON
Level 6—DULCIS

BARKLEY: SHUT UP AND JAM!
Passcodes
3MJK 1VZ3
3MGH 2VVW
3MQR 2X9M
3MNP 21?N
3MST ?161
3MBC ?208

BARKLEY: SHUT UP AND JAM! 2
Break the Backboard
You must execute three "hanging jams" without your opponent scoring. Next, perform a "Super Jam" by hitting **A**, then **C** + D-pad in the direction of the hoop.
Monster Dunk
You must be fully "juiced" on the "juice bar". Then, execute a Super Jam (**A**, then **C** + D-pad in the direction of the hoop) from the *opposite* end of the court.
All-Barkley Code
Press **START** to pause the game in Exhibition Mode. Highlight QUIT and hit **B** three times. When you resume, all players on the court will be Sir Charles.
Play as Barkley's Teammates
Press **START** to pause the game in Exhibition Mode. Highlight QUIT and follow the instructions below to play as any of Barkley's teammates:
Blade—Highlight QUIT and press **A** three times
Dolemite—Highlight QUIT and press **A** four times
Hamma—Highlight QUIT and press **A** five times
Jim-Pak—Highlight QUIT and press **A** six times
Pauly—Highlight QUIT and press **A** seven times
Shuga—Highlight QUIT and press **A** eight times
Spider—Highlight QUIT and press **A** nine times
Bongo—Highlight QUIT and press **A** ten times
Mirror Match
In Exhibition Mode, press **START** to pause and highlight QUIT, then press the **C** button three times. When you resume, your opponents will be your twins.
Play as Sir Charles in Tournament Mode
If you win the tournament by going 8-0 and score a triple double during the last match, a "Continue" message will appear. Answer YES to start over as Charles Barkley (Tournament Mode only.)

BATMAN
Unlimited Men
In Level 3, at the far-right end of the museum's first level is a 1-Up, grab it and jump on to the rising platforms. When you reach the third platform or until the screen starts to scroll up, jump back down and the 1-Up should be there again.

BATMAN: RETURN OF THE JOKER
Passwords
Level 2-2: NWKL
Level 3-1: LGZQ
Level 3-2: GPTW
Level 4-1: GNKF
Level 4-2: KHCN
Level 5-1: QGVN
Level 5-2: WBZT
Level 6-1: FFHG
Level 6-2: CKQG
Level 7-1: GPZT

BATTLETECH
Passwords
Level 2: STJNNN
Level 3: GRBCHV
Level 4: BBYLND
Level 5: BMBRMN
Infinite Ammo: BRN521

BATTLETOADS/DOUBLE DRAGON
Secret Warps
Press **B, A, Down, B, Up, Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.
Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives

BEAST WRESTLER
Passwords
The following codes are for SP ATTACK MAGNUM DASH (1st Act)
Vs. Voulsine (Match 2)—MONSTERRQYQYQMQQQFAQQK
Vs. Airhohie (Match 3)—MONSTERRQYQYQMQQQVAQSA
Vs. Ventor (Match 4)—MONSTERRAAQYQMWQIGAQSU
Vs. Dycoon (Match 5)—MONSTERRAAQYQMWQIGAQCU
Vs. D-Biton (Match 6)—MONSTERRAAAWQMWQPYAQKA
The following codes are for SP ATTACK MAGNUM DASH (2nd Act).
Vs. Unknown (Match 1)—MONSTERRAAAWQMWQPYAQKA
Vs. Ulvolos (Match 2)—MONSTERRAAWADRDIHZQEF
Vs. Allowena (Match 3)—MONSTERRAAAWADRDIUZQRM
Vs. Octii (Match 4)—MONSTERRZXAWADRDIUZQRM
Vs. Ploguraz (Match 5)—MONSTERRZXAJADRDJXQHI
Vs. Hax-004 (Match 6)—MONSTERRZXZXADRFDMXQBK
Vs. Maclha (Match 7)—MONSTERRZXZXADRFDZQKX
Vs. Ominos (Match 8)—MONSTERRZXZXAJRTWKXQVX
Vs. Blenadan (Match 9)—MONSTERRZXZXAJRTWOXQIH
Sound Test
Hold **A, B** and **C** and hit **START** at the title screen

BEAVIS AND BUTT-HEAD
Password
Entire GWAR tickets. X B N E J J D I - x s V p G D

BEYOND OASIS
Special Moves
Grand Spin: Hold **B**, rotate the D-pad clockwise and release B
Flip Slash. Hold **B**, press Forward, Back, Forward and release B
Flash Stab: Forward, Forward, Forward, B

BIO-HAZARD BATTLE
Stage Select
As soon as the Sega logo appears, press and hold C. At the title screen, while still holding **C**, make a full clockwise circle on theD-pad, starting and ending at the **Up** position. You'll hear a sound that indicates the cheat was activated. Press **START** to get the level-select menu.

BOOGERMAN
Passwords
LEVEL 1: Flatulent Swamps
Scab Creature, Abdominal Sewer Man, Pus Creature, Miner Goblin
BOSS 1: Hick Boy
Ghost, Nose Goblin, Ghost, Pus Creature
LEVEL 2: The Pits
Pus Creature, Scab Creature, Ghost, Boogerman
BOSS 2: Revolta
Troll, Miner Goblin, Nose Goblin, Ghost
LEVEL 3: Boogerville
Scab Creature, Ghost, Abdominal Sewer Man, Boogerman
BOSS 3: Flyboy
Boogerman, Pus Creature, Miner Goblin, Scab Creature
LEVEL 4A: Mucous Mountains
Nose Goblin, Scab Creature, Ghost, Troll
LEVEL 4B. Nasal Caverns
Nose Goblin, Pus Creature, Ogre, Scab Creature
BOSS 4. Deodor Ant
Ghost, Scab Creature, Troll, Miner Goblin
LEVEL 5: Pus Palace
Pus Creature, Boogerman, Ghost, Pus Creature
FINAL BOSS: Boogermeister
Pus Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

BUBSY II

Cheat Codes

Each of these cheats can be entered at the title screen

All Levels Complete: **Up, A, A, A, Down**
Jump Frenzy: **B, A, B, C**
99 Diving Suits: **B, Left, Up, B**
99 Portable Holes: **Right, Up, B, B**
99 Smart Bombs: **C, C, C, Up, Down, C**
99 Nerf Ballzooka Shots: **B, A, Left, Left**
50 Lives: **B, Up, B, B, A**
Invulnerability: **C, A, B, C, Up, Down**

BURNING FORCE

Start With Ten Men

At the title screen, press **B, A, B, A, A, C, A, A,** then **START**

CASTLEVANIA: BLOODLINES

Expert Level with Extra Lives

Set the BGM on "**05**" and the SE on "**073**". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A,** then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

CENTURION: DEFENDER OF ROME

Passwords

To start the game at one of the most powerful levels with 11 consular legions and 35,0000 talents.
TAGY-V6PS-QAAA-AH3K-VKVA-MIES
To Rule the Empire:
QDUA-YQ25-5555-55NK-VKXW-IPJI

CHUCK ROCK II

Level and Zone Skip

Press **START** to pause the game, then press **B, A, Right, A, C, Up, Down,** and **A**. The game will restart. Pause again and hold **B** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone. To go backwards, hold **A** and **Left** or **A** and **Down** while paused

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Up, Down, Left, Right, Up, Down, Left, Right**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.

Whirlwind Cheat

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up..." quickly rotate the D-pad 720° clockwise like so. ↑↗→↘↓↙←↖↑↗→↘↓↙←↖↑. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

COLUMNS

Magic Jewel

If you successfully score enough jewels, a magic colored jewel will appear. If a column is about to reach the top and a colored jewel appears, place the colored jewel on top of the column, making sure part of the colored jewel is off the screen. If any match is made, the jewels disappear, but any part of the magic jewel that was off the screen will still be usable, allowing you to clear more jewels. The magic jewels will appear after you have cleared 100, 250, 450 and 700 jewels.

COMIX ZONE

Invincibility

Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing **C**:
3, 12, 17, 2, 2, 10, 2, 7, 7, 11
Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press **START** to exit the jukebox and start the game; you'll see that your energy bar will never go down.

Stage Select

As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing **C**:
14, 15, 18, 5, 13, 1, 3, 18, 15, 6
Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press **C** to warp to different stages as follows:
1—Episode 1, Part 1
2—Episode 1, Part 2
3—Episode 2, Part 1
4—Episode 2, Part 2
5—Episode 3, Part 1
6—Episode 3, Part 2
Press **START** to exit the jukebox and start the game; you'll start at the stage you chose

Secret Fart

In most of the game's "panels," you can make Sketch pass gas by rapidly pressing **Down** on the D-pad. It seems easier to do this if there are no enemies on the screen

COSMIC CARNAGE (32X)

Hidden Game

To change *Cosmic Carnage* into the Japanese version of the game, you'll need a six-button controller. Hold down the **X, Z** and **B** buttons when you turn the game system on; the new title screen will say "*Cyber Brawl*" and you'll have some different characters to choose from

CRÜE BALL

Stage Select/Sound Test

Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press **A, C, A, B,** then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage (hold **Down** and press **B** to lower the "volume".) Now you can also enter a sound test by pressing **A, B** and **C** together.

CYBERBALL

Passwords for the San Francisco Hitmen

2nd week: UBBB 87VV LFVX
3rd week: JVBB BXBX LFOX
4th week: JXBB BFVI LFCS
5th week: JIBB BXIS OF8I
6th week: JLBB B5PS OF98
7th week: JKBB B5PS OFMI
8th week: JMBB B5PS OFAX
9th week: JOBB B5PS 9F81
10th week: JFBB B5PS OFNX
11th week: JCBB B5PS OFJI
12th week: U7BB B5PS OF5X
13th week: U4BB B5PS OFRI
14th week: JRBB B5PS OFHX
15th week: UTBB B5PS OFFI
16th week: U8BB B5PS OFB1
17th week: UZBB B5PS OFDI. Playoff series
18th week: UUBB B5PS OFII. Playoff series
19th week: U5BB B5PS OF3X: Playoff series
Ending: UJBB B5PS OF41
Password for the Chicago Killers
Ending: CGBB B8FB BB2V

CYBORG JUSTICE

Secret Option Screen

Press **START** to pause the game, then *very quickly* press **C, B, B, C, C, A, C, B.**

DAVID ROBINSON'S SUPREME COURT

Super-Short Games

At the "Options" menu, highlight "Minutes Per Quarter". You can choose shorter quarter lengths if you hold down the **A, B** and **C** buttons all the way down to 20 seconds.

DINOLAND

Mega-Bonuses

First, launch the ball and hold it on your paddle. "Bump" the machine 23 times (with the **B** button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points. It's also a good idea to knock down the targets and get the other four multiballs if you can

DOOM (32X)

God Mode

You'll need a six-button controller. Pause the game and press **Up, Z, X** and the **MODE** button all at the same time. When you get back into the game, the marine's eyes will turn yellow and you'll be invincible

All Weapons & Ammo

Pause the game. Press **Up, A, C** and **MODE**

DRAGON'S FURY

Cheat Password

Enter the password "DEVILCRASH" to start with eight balls instead of the usual three

Change the Music

Enter the password "OMAKEBGM01" to play with different background music. Change the number at the end of this password to any number from "00" to "04" for one of five different tunes

Start With 99 Balls and 13 Million Points

Enter the password "UFELFO78TL".

DRAGON'S REVENGE

Passwords

Stage 1: LSRCIE8
Stage 2: CSABMJM
Stage 3: DSI36KR
Stage 4: ETTS8DL
Stage 5: FT438XR
Stage 6: HV5395S

DUNE: THE BATTLE FOR ARRAKIS

Atreides Passwords

2) Diplomatic
3) SpiceDance
4) EternalSun
5) DeftHunter
6) FairMentat
7) ASHLIKENNY
8) SonicBlast
9) DuneRunner

Harkonnen Passwords

2) Demolition
3) SpiceSatyr
4) BurningSun
5) DarkHunter
6) EvilMentat
7) LYSJOEBWAN
8) Devastator
9) DeathRuler

Ordos Passwords

2) Domination
3) SpiceSaber
4) ArrakisSun
5) ColdHunter
6) WilyMentat
7) SlyMelanie
8) StealthWar
9) PowerCrush

DYNAMITE DUKE

Secret Cheat Menu

At the title screen, press **START** for the option mode to appear. Then press **C** ten times and the **START** button to enter the cheat screen.

EARTHWORM JIM

Weapon Power-Up (once per level)

Pause the game and press **A, B, B, B, C, A, C, C.**

Energy Refill (once per level)

Pause the game and press **A, C, C, A, B, B, A, C.**

Skip to Level 2

Pause on Level 1 and press **Left, Right, A, B, C, Left, Right, A.**

David Perry's Private Cheat Mode

With the game paused, press **A+Left, B, B, A, A+Right, B, B, A.** This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

Plasma Recharge

Pause the game and press **C+Down, A, B, C, A, B, A, C.** Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.

Extra Continue

Pause the game and press **A, B+Left, A, B, A, B, C, A.** Jim will say "Cheater!" Unpause the game for an extra end-of-game continue. You can only do this once

Extra Jim

Pause the game and press **B+Up, B, A, C, A, A, A, A.** Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

EARTHWORM JIM 2

Super Cheat Code

During the game, press the **START** button to pause, then enter the following code while the game is paused. **A, C, C, A, B, A, B, Left.** The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press **A** or **B** to toggle each menu item

Secret Move

To trigger the Manta shield, just press **Up+A+B**. This move makes Jim invincible for a few seconds.

Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

Cheat Codes

To enter any of the following cheats, just press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (*) can only be done once per level—these are the ones you give to your little brother when you don't want to totally ruin the game for him.

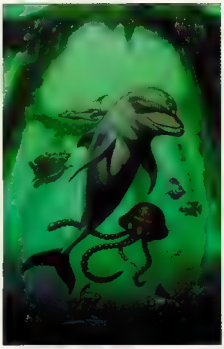
Other code comments:

• The "Map View Mode" works as follows. When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press **A** to make Jim reappear.

• The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".

• The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind

Bright "Pause" Screen—**A, A, A, A, B, B, B, B**
Warp to End of Current Level—**A, B, B, A, C, B, B, Right**
Warp to End of Game—**C, A, C, A, B, A, A, Up**
Invincibility—**A, A, A, A, Left, Right, Right, Left**
Map View Mode—**A, C, C, B, A, A, B, Up**
Energy Refill *—**A, B, C, A, B, C, A, B**
Energy Refill—**A, B, C, A, B, C, A, A**
Ammo Refill *—**C, B, B, A, C, B, B, A**
Ammo Refill—**C, B, B, A, C, B, A, A**
Extra Life *—**A, B, C, C, C, A, A, A**
Extra Life—**A, B, C, C, C, A, A, B**
Extra Continue *—**A, A, C, C, B, A, Left, Left**
Extra Continue—**A, A, C, C, B, A, Left, Right**
10 Extra Meal Worms *—**C, A, C, A, C, A, C, A**
10 Extra Meal Worms—**C, A, B, A, B, A, C, A**
81 Meal Worms—**A, B, C, C, B, A, B, B**
Mega Plasma Gun—**C, C, C, C, A, A, A, B**
3 Finger Gun—**C, C, C, C, A, A, A, C**
Homing Missiles—**C, C, C, C, A, A, B, A**
Barn Blaster—**C, C, C, C, A, A, B, C**
Bubble Gun—**C, C, C, C, A, A, B, B**
Bomb Teleport—**C, A, B, C, A, B, Up, Down**
Warp to "Lorenzen's Soil"—**A, A, C, C, B, B, A, A**
Warp to "Puppy Love 1"—**C, C, C, C, C, C, A, A**
Warp to "The Villi People"—**A, B, C, C, Up, C, Left, Right**
Warp to "The Flyin' King"—**C, B, C, Left, Right, Left, A, B**
Warp to "Puppy Love 2"—**Left, Right, B, C, C, Left, Right, A**
Warp to "Udderly Abducted"—**Down, A, C, Left, Right, Down, A, C**
Warp to "Inflated Head"—**B, B, C, A, B, C, Left, Right**
Warp to "ISO 9000"—**A, B, C, Right, Right, Right, Right, Right**
Warp to "Puppy Love 3"—**Right, Right, A, B, C,**



Left, Right, A
Warp to "Level Ate"—C, C, Down, Down, A, Right, Right, Left
Warp to "See Jim Run—Run Jim Run"—B, B, C, Left, Left, Left, Left, Right

ECCO THE DOLPHIN

Super Cheat Menu
Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up.** A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more
Invincibility
Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold **A** and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be invincible

ECCO

All the Magics
Press **START** to pause the game, then press **Up, Left, Right, Down, C**. Repeat this sequence five more times.
Slow-Motion
Press **START** to pause the game, then press **Up, Left, Right, Down, A.**
Stage Skip
Press **START** to pause the game, then press **Up, Left, Right, Down, B** to skip stages, advancing to the next one.
"Color Bar" Test Pattern
Press **A, B, C** and **START** when the Wolfteam logo appears on the screen

ESPN NATIONAL HOCKEY NIGHT

Extra Teams
Press **Left, Right, C, A, B, B** at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.
Brutal Menu
The code **C, Right, B, Right, C, Right** lets you have two more options when you "Turn Up the Heat."
Pong
The code **B, C, C, C, Up, Down** lets you play Pong using hockey players as paddles
Octopong
A, C, B, Up, Right, Up adds some variation to the simple Pong code, by turning the Octopus into a puck

EVANDER HOLYFIELD'S REAL DEAL BOXING

Green Boxer Password
At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press **START**.
Easy TKO
Stay close to your opponent and alternate between left and right hooks. The match will stop and you'll win on a TKO.
Win Without Fighting
Play as "The Beast." Wait until the Beast has raised his hand and the crowd has cheered. When the camera scrolls and isn't pointing to either boxer, press **START**, then choose to quit. At the training screen, you'll see that you have won the match.

E. MUMMY

Cheat Menu
Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold **A, B** and **C** while pressing **START**.

F-15 STRIKE EAGLE II

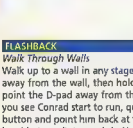
Hidden Re-Supply Option
Choose "See Credits" from the "Options" menu. At the credit screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up.** Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum.

INTERCEPTOR

United States Passwords
Mission 01: 0HG021
Mission 02: 0PG06D
Mission 03: 0TG0E0
Mission 04: 11G012
Mission 05: 15G0MA
Mission 06: 19G0UM
Mission 07: 1DG163
Mission 08: 1LG1EQ
Mission 09: 1PG1M6
Mission 10: 1TG1U
Mission 11: 21G26I
Mission 12: 2TG32I
Mission 13: 31G3UJ
Mission 14: 35G4A4
Mission 15: 39G56U
Mission 16: 3TG5IC
Mission 17: 41G62K
Mission 18: 45G6MJ
Mission 19: 4TG7A7
Mission 20: 5167QL
Mission 21: 59G8EI
Mission 22: 61Q9EM
Mission 23: 65Q9QA
Mission 24: 69Q9QA
Mission 25: 6HG9UJ
Mission 26: 6LGAIJ
Iraq Passwords
Mission 01: C6G0J2
Mission 02: CEG0SL
Mission 03: CLG0A4
Mission 04: CM60EC
Mission 05: CUG01O
Mission 06: D2G0U2
Mission 07: D6O1EV
Mission 08: DAO1QM
Mission 09: DQG2EJ
Mission 10: E2G3AJ
Mission 11: E6G428
Mission 12: EAG5E7
Mission 13: EEG5UR
Mission 14: EIG6QS
Mission 15: EUG7MS
Mission 16: F2G7UB
Mission 17: F6GBAS
Mission 18: FAGBUR
Mission 19: FEGAIS
Mission 20: FIK8GI
Mission 21: FQGBUL
Mission 22: FUGCEA
Mission 23: G2GDQL
Mission 24: G6UF6E
Mission 25: GIJFU0
Mission 26: GMUHAI
Korea Passwords
Mission 01: 7E002F
Mission 02: 7M006Q
Mission 03: 7Q01AA
Mission 04: 8201QS
Mission 05: 8601U4
Mission 06: 8A022D
Mission 07: 8I02E8
Mission 08: 8M042R
Mission 09: 8Q04MQ
Mission 10: 8U05MV
Mission 11: 9A05UK
Mission 12: 9I06A9
Mission 13: 9U06U9
Mission 14: A2072C
Mission 15: A608E4
Mission 16: AA08IJ
Mission 17: AE08U3
Mission 18: AIF9UL
Mission 19: AMFB6C
Mission 20: B20B47
Mission 21: B608MN
Mission 22: BAFCIL
Russia Passwords
Mission 01: HJ024
Mission 02: HR41ZH
Mission 03: I701QI
Mission 04: IB02EI
Mission 05: IFGIJ6
Mission 06: 8A022D
Mission 07: 8I02E8
Mission 08: 8M042R
Mission 09: 8Q04MQ
Mission 10: 8L05MV
Mission 11: 9A05UK
Mission 12: 9I06A9
Mission 13: 9U06U9
Mission 14: A2072C
Mission 15: A608E4
Mission 16: KB0CA1
Mission 17: KF0D2N
Mission 18: KJ0DUU
Mission 19: KN0EIN
The Aces Challenge Passwords
Mission 01: LJG02V
Mission 02: LNG067
Mission 03: LRG0AM
Mission 04: LVG0EU
Mission 05: M3G0I0
Mission 06: M7G0UG
Mission 07: MBG16T
Mission 08: MFG1EG
Mission 09: MJG1MS

FATAL FURY

Victory Counter
Choose "Control" from the option menu then highlight the "Point" option. Hold **B** and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.



FLASHBACK

Walk Through Walls
Walk up to a wall in any stage of the game. Turn away from the wall, then hold the **A** button and point the D-pad away from the wall. The instant you see Conrad start to run, quickly release the **A** button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.
"Easy" Level Passwords
Level 1: PIXEL
Level 2: BETSY
Level 3: PANCHO
Level 4: STJDIO
Level 5: TOHO
Level 6: AKANE
Level 7: INCBIN
"Normal" Level Passwords
Level 1: FALCON
Level 2: DATA
Level 3: MMILORD
Level 4: QUICKEY
Level 5: BIJOU
Leve. 6: BUBBLE
Leve. 7: CLIP
"Expert" Level Passwords
Leve 1: CJJO
Level 2: ACRTC
Level 3: BLUB
Level 4: STUN
Level 5: MrMOLO
Level 6: HECTOR
Level 7: KALIMA
Ending Code: CYGNUS

FLICKY

Bikini Girl
If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a bikini

FORGOTTEN WORLDS

Extra Continues
When you are about to lose your last life in a one-player game, press **START** on Controller 2 and continue to play as Player 2. When you are about to lose your last life on the Player 2 side, you can rejoin with Controller 1 and continue to switch players this way to advance further into the game.

GALAHAD

Cheat Password
Enter the password "LTUS" to start at World One with infinite lives.

GARGOYLES

Secret Messages
Pause the game at any time and press **A, B, Right, A, C, A**, then press **START** to unpause. You'll get a secret message from the creators of *Gargoyles*. If you pause the game and press **A, B, Right, A, C, A, Down, A**, then press **START** to unpause, you'll get another secret message, this time with some funky spheres spinning around the screen. If you're interested in this, you can control the movement of the spheres as follows:

- Press **START** to pause
- Press **A** to change the configuration of the spheres
- Hold **Up** to move the spheres closer together
- Hold **Down** to move the spheres farther apart
- Hold **A** and hold **Left** or **Right** to flip the spheres horizontally
- Hold **B** and hold **Left** or **Right** to flip the spheres vertically
- Hold **C** and hold **Left** or **Right** to rotate the spheres

To get out of either "message" screen, hold **A + B + C** and press **START**.
Refill Energy
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B**, then press **START** to unpause; you'll hear "Segal" and your energy meter will be refilled
Fireball Trick
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right**, then press **START** to unpause; you'll hear "Segal" to confirm the code. Now you can throw fireballs by pressing the **A** button.
Stage Skip
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right, A**; you'll hear "Segal" and you'll immediately skip to the next stage

GENERAL CHAOS

Secret Cheat Mode
Pause the game. Press and hold buttons **A** and **B** on Controller 1 and button **C** on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features
Maximum Medics
Press and hold **A** and **C** on Controller 1 and **B** and **Down** on Controller 2.
Battle Advance
Press and hold **A, C** and **Up** on Controller 1 and **B** on Controller 2
Full-Scale War Advance
Press and hold **A, C** and **Down** on Controller 1 and **B** on Controller 2
These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands, e.g. for max medics, press **A + C** on Controller 2 and **B+Down** on Controller 1.

GHOSTBUSTERS II

Lots of Cash
Find a safe that's got money in it and is close to the entrance of a maze. Leave the maze with the safe. Enter that maze again and the safe and the money will be there again. You can repeat this procedure until you've got all the money you want

GHOULS 'N GHOSTS

Cheat Mode
At the title screen, press **A, A, A, A, Up, Down, Left, Right** while the words "Push Start Button" are flashing; you'll hear a signal to confirm the code. Now you have access to the following cheats during the game:

- Invincibility—Press **START** during the game to pause, then press **A** and unpause. Now you're invincible, but you can still die if you fall off the screen. To disable this feature, just pause and press **A** again
- Slow Motion—Press **START** during the game to pause, then hold the **B** button to play the game in slow-motion—or press **C** repeatedly to step through the animation one "frame" at a time.

Stage Select
At the title screen, press **Up, Down, Left, Right** while the words "Push Start Button" are flashing; you'll hear a signal to confirm the code. Now press **START** to access the main menu. To choose your stage, you must hold specific buttons down when you press **START** at this menu as follows:
Stage 1-1: Hold **A** and press **START**.
Stage 2-1: Hold **Up + B** and press **START**.
Stage 2-2: Hold **Up + A** and press **START**.
Stage 3-1: Hold **Down + B** and press **START**.
Stage 3-2. Hold **Down + A** and press **START**.
Stage 4-1: Hold **Left + B** and press **START**.
Stage 4-2: Hold **Left + A** and press **START**.
Stage 5-1: Hold **Right + B** and press **START**.
Stage 5-2. Hold **Right + A** and press **START**.
Stage 5-3: Hold **Down/Right + A** and press **START**.

Note that holding **Up** or **Down** may cause you to highlight different options at this menu screen; just make sure that you've got the correct option highlighted when you press **START**

Also note that the stage select code must be entered independently of the "Cheat Mode" code above. If you want to use the cheat mode and the stage-select trick in the same game, enter the cheat mode code first and wait for the game's demo to begin; now you can press **START** to return to the title screen and choose your starting stage as described above

HARD DRIVIN'

Practice Race with Other Cars on the Track
Play a game normally but intentionally lose. Then go to the option screen and select Practice Mode. There should now be other cars on the track

HARDBALL

Fat Pitch
During a game, substitute the pitcher with another player who is not a pitcher. The new pitcher will throw a special pitch called "FAT."

HAUNTING STARRING POLTERGUY

More Points, More Houses
In the first house, enter the grandfather clock in the dining room by pressing A. While in the clock, press **B, C, C, B**. Press A again to exit the clock. You'll now have 15,000 points and be in the second house
In the second house, enter the toilet in the Jacuzzi Room and press **C, C, C, B**. You'll get 15,000 points and be in the third house.
In the third house, enter the garbage can in the garage. Press **B, C, B, B** and exit the garage. You'll be in the final house and get 45,000 points

THE INCREDIBLE HULK

Hulk-Out Moves
These moves work when you achieve Hulk-Out status in the game.
Bear Hug: Grab enemy, then press **A**.
Pile Driver: Grab enemy, then press **A+B**.
Shoulder Charge: **Forward, Forward, C, Forward**

JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING

Sound Test
On the game-mode screen, press **START** on Controller 2. Push **Down** to select the sound you want, then push **A** to begin the sound or **B** to end

JAMES POND

Open Exit Door
Hold **C + Left** at the title screen and press **START**. During the game, hold **A, B** and **C** and rotate the D-pad to open the Exit Door.

JAMES POND II—CODENAME: ROBOCOD

Invincibility
At the beginning of the first stage, there's a level with five bonus items. Spell the word "cheat" by picking up the items in the following order: cake, hammer, "Earth" (the globe), apple and "tap" (the faucet). You'll get a sparkling shield that will protect you from harm.
Power-Up Code
You can refill your power meter if you spell the word "power" by picking up items in the following order: penguin, oil can, wine glass, Earth and racket
Infinite Lives
In the sports level, spell the word "lives" by picking up items in the following order: lips, ice cream, violin, Earth and snowman.
Cheat Menu
At the title screen, hold **A+C**, point the D-pad in the **Down/Left** position and press **START** to access a cheat menu.

JENNIFER CAPRIATI TENNIS

New Players
To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND.SLAM" (enter a period between the two words and fill up the rest of the password with periods.)
Secret Configuration Mode!
Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu

JOHN MADDEN FOOTBALL

Super Bowl Passwords
Minnesota vs. Denver: 3456712
Philadelphia vs. Miami: 7676767
Los Angeles vs. Houston: 7654321
San Francisco vs. Miami: 7651567
Philadelphia vs. Houston: 1777777
San Francisco vs. New England: 1717171
Philadelphia vs. New England: 6712345
San Francisco vs. Pittsburgh: 5671234
Los Angeles at Miami: 0473176
San Francisco at Denver: 0751000
San Francisco at New England: 0431000
Chicago at New England: 0613000
Philadelphia at Cincinnati: 5555500
Los Angeles at Kansas City: 2452300
Atlanta at Miami: 3452300
New York at Houston: 4452300
Washington at Buffalo: 5450000
Philadelphia at New England: 6450000
Los Angeles at Denver: 7450000
Philadelphia at Denver: 7450000
San Francisco at Houston: 6770000
Atlanta at Pittsburgh: 4770000
Atlanta at Miami: 7777777
Los Angeles at Cincinnati: 6777777
New York at New England: 5777777
Washington at Kansas City: 4777777
Chicago at Pittsburgh: 377777
Los Angeles at Pittsburgh: 277777
Philadelphia at Houston: 177777
Chicago at Denver: 04150000
San Francisco at Buffalo: 0515000
Minnesota at Buffalo: 0535000

JOHN MADDEN FOOTBALL '92

EASY Bowl Passwords
(The NFC team is always the home team)
Atlanta vs. Buffalo: C5LS565H
Atlanta vs. Houston: D72CB35L
Buffalo vs. San Francisco: DWJ4NLPV
Buffalo vs. New York: B3H92V5N
Chicago vs. Kansas City: B3FMKGMT
Chicago vs. Buffalo: B3FM8FB5
Cincinnati vs. San Francisco: C36LLJY
Cincinnati vs. Atlanta: D8NDD50R
Cleveland vs. Washington: CDCHGGS4
Dallas vs. Oakland: 8DNZZTR1
Dallas vs. Buffalo: BPGHG9NI
Denver vs. San Francisco: CJB168RX
Detroit vs. Buffalo: BH250XB6
Detroit vs. New Jersey: B29KH464
Green Bay vs. Cincinnati: BPCYNT78
Green Bay vs. Kansas City: BPCSHGX4
Houston vs. Washington: B0P2L178
Indianapolis vs. Chicago: B0WH6T2K
Kansas City vs. Dallas: DWM54M9P
Kansas City vs. San Francisco: DWMWRBGS
Kansas City vs. Chicago: FCH2G188
Kansas City vs. New Orleans: DGXNTKWT
Los Angeles vs. Pittsburgh: BHJFGFVR
Los Angeles vs. Houston: CG68WDBN
Los Angeles vs. Buffalo: CG644SYN
Miami vs. Green Bay: CZZ4Z5Z5
Miami vs. New York: B6KF5MCB
Miami vs. Chicago: B6KJB9JD
Minnesota vs. Cleveland: CC9N7W4
Minnesota vs. Seattle: BPKJRXWX
New England vs. New Orleans: DG10WJCT
New England vs. Minnesota: FCKCYYJ8
New Jersey vs. Washington: C541LX6B
New Jersey vs. Green Bay: C239PNST
New Orleans vs. Oakland: DGJVYWM3
New York vs. Miami: BTCHRSRX
New York vs. New England: 8Z6173NK
Oakland vs. San Francisco: BH4MBJ03
Oakland vs. New York: C25RBY07
Philadelphia vs. Miami: BTGBF4Y9
Phoenix vs. Denver: C5TCNYGV
Pittsburgh vs. Detroit: C797JMSL
Pittsburgh vs. Chicago: DWN8M05.
San Diego vs. Washington: C8X8RT1V
San Diego vs. Atlanta: CHK82337
San Francisco vs. Buffalo: C2TL4P94
San Francisco vs. Miami: BDT18G5F
San Francisco vs. Kansas City: CC7CDVL5
Seattle vs. Minnesota: BLTF857X
Seattle vs. New Orleans: D5KT9LWW
Tampa Bay vs. Buffalo: CK5GV777
Tampa Bay vs. Cincinnati: DN851KMB
Washington vs. Cincinnati: FB16WJWP
Washington vs. Buffalo: B84R03CS

THE JUNGLE BOOK

Extra Stuff/Warps
Each of these codes must be entered while the game is paused.
Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to reset the timer, health meter and weapons supplies.
To warp to Shere Khan, press **A, C, A, C, A, C, A, C, B, B, B, B**
To reset the timer so that you only have 10 seconds left, press **A, B, B, A, A, B, B, A.**
Punch in **Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down.** The game will reset; when you restart, all of the characters will be upside down
Start next to Baloo by pressing **B, A, L, U, U**
Start next to Kaa by pressing **C, A, A, B, C, A, A**
Try **A, B, B, A, C, A, B, B** several times to change the screen into different colors. The last color in the series will be blood red!
To skip to the next level, press **B, A, A, B, B, A, A, B, B, B, A, A, B, B, A.** You'll be able to see all of the levels in the game.
To see the end of the game, enter the code **B, A, Down, C, A, Right, Left, A, Right, Down**
To start next to King Louie, press **Left, Up, A, Left, Up, A**
To start next to the Witch Doctor Monkeys, type in **Right, A, Down, B, A, Down**
Debug Menu
On the first level, run all the way to the right until you reach the briar patch. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code **B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left.** The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

JORDAN VS. BIRD: SUPER ONE-ON-ONE

Extra Time
Press **START** to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press **A** to call a timeout. The game will continue with 36 minutes on the clock.

JURASSIC PARK

Super Cheat Mode
Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the B button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings
Password Trick
Use the following password formula to start on any stage:
JP 0 ARK
Change the parameters of this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.
Stage-Select/Sound Test Menu
Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<<" or ">>"), then press and hold **A, B, C** and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test

JUNGLE STRIKE

Super Cheat Passwords
These codes will start you at any mission with ten lives and all of the co-pilots rescued
RXVW7456K8—Campaign 2
9VT7NL6MHBV—Campaign 3
X7NL4SHPG94—Campaign 4
VL456MGCZVH—Campaign 5
WS6MHPZJFTZ—Campaign 6
TMHPGCFDYN3—Campaign 7
/PGCZJYK34X—Campaign 8
NCJFD3BR67—Campaign 9

KRUSTY'S SUPER FUN HOUSE

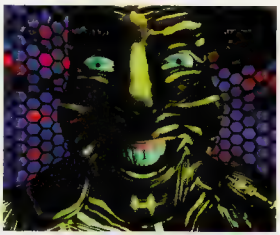
Level Codes
WHOAMAMA: Stage Two
F_ANDERS: Stage Three
BROCKMAN: Stage Four
SIDESHOW: Stage Five
SMA_LLW: Infinite Lives/All Doors Unlocked

LAKERS VS. CELTICS AND THE NBA PLAYOFFS

Start Playoffs with a Three-Game Lead
Enter **L6Q HJK** for the fourth game between the Celtics and the Spurs.
Start with Game 1
Enter **T#6 CGK** for a game between the Pistons and the Lakers.

THE LAWNMOWER MAN

Cheat Code
On any of the platform levels, press **START** to pause the game, then press **Up, Right, A, B, A, Down, Left, A, Down.** Unpause the game to complete the sequence. With that code in place, pause the game again. To skip to the next level, press **B**. To access a cheat menu—with invincibility, multiplier and stage-select options—press **C**. With the code in place, you can use these cheats on any stage, not just the platform levels.



LIGHTENING FORCE

99 Ships
When "Press Start" appears on the title screen, press **A** and **START** together to bring up the Configuration screen. Set the number of ships to 0. Start the game and you've got 99 ships.
Full Power
Pause the game during play and enter the following code: **Up, Right, A, Down, Right, A, C, Left, Up, B,** and **Up**. Press **START** and all weapons will be available to you.

LOTUS II

Hidden Pod Game
At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press **B**. Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

LOTUS TURBO CHALLENGE

Password Cheats
If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.

MADDEN NFL 96

Secret Teams
There are dozens of hidden teams in the game; most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so if—for example—you wanted to pit the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the **A, B** and **C** buttons.
AABBBCA—'80 Atlanta Falcons
AABCACC —'70 Baltimore Colts
AACAAAB —'68 Baltimore Colts
AACACBA —'64 Baltimore Colts
AACBBBC—'65 Cleveland Browns
AACCACB—'93 Buffalo Bills
ABAAAAA—'92 Buffalo Bills
ABAACAC —'91 Buffalo Bills
ABABBBB—'90 Buffalo Bills

ABACACA—'73 Buffa o Bills
ABACCCC—'85 Chicago Bears
ABBACAB—'77 Chicago Bears
ABBBBBA—'66 Chicago Bears
ABBCABC—'63 Chicago Bears
ABBCCCB—'88 Cincinnati Bengals
ABCACAA—'81 Cincinnati Bengals
ABCBBAC—'93 Dallas Cowboys
ABCCABB—'92 Dallas Cowboys
ABCCCCA—'78 Dallas Cowboys
ACAABCC—'77 Dallas Cowboys
ACABBAB—'75 Da las Cowboys
ACACABA—'71 Dallas Cowboys
ACACCBC—'70 Dallas Cowboys
ACBABCB—'89 Denver Broncos
ACBBBAA—'87 Denver Broncos
ACBCAAC—'77 Denver Broncos
ACBCCBB—'62 Detroit Lions
ACCABCA—'67 Green Bay Packers
ACCBACC—'66 Green Bay Packers
ACCCAAB—'80 Houston Oilers
ACCCCBA—'69 Kansas City Chiefs
BAAABBC—'66 Kansas City Chiefs
BAABACB—'62 Da las Texans
BAACAAA—'90 Los Angeles Ra ders
BAACCAC—'83 Los Angeles Raiders
BABABBB—'80 Oak and Raiders
BABBACA—'76 Oakland Raiders
BABBCCC—'67 Oakland Raiders
BABCCAB—'91 Los Angeles Rams
BACABBA—'84 Los Angeles Rams
BACBABC—'79 Los Angeles Rams
BACBCCB—'68 Los Ange es Rams
BACCCAA—'84 Miami Dolphins
BBAABAC—'82 M ami Dolphins
BBABABB—'73 Miami Dolphins
BBABCCA—'72 Miami Dolphins
BBACBCC—'71 Miami Do phins
BBBABAB—'76 Minnesota Vikings
BBBBABA—'74 Minnesota Vikings
BBBBCBC—'73 Minnesota Vikings
BBBCBCB—'69 Minnesota Vikings
BBCABAA—'85 New England Patriots
BBCBAAC—'76 New England Patriots
BBCBCBB—'78 New Or eans Saints
BBCCBCA—'90 New York G.ants
BCAAACC—'86 New York Giants
BCABAAB—'70 New York Giants
BCABCBA—'68 New York Jets
BCACBBC—'80 Philadelphia Eag es
BCBAACB—'60 Philadelphia Eagles
BCBBAAA—'79 Pittsburgh Steelers
BCBBCAC—'78 Pittsburgh Steelers
BCBCBBB—'75 Pittsburgh Steelers
BCCAACA—'74 Pittsburgh Steelers
BCCACCC—'75 St. Louis Cardinals
BCCBCAB—'94 San Diego Chargers
BCCCBBA—'81 San Diego Chargers
CAAAABC—'66 San Diego Chargers
CAAACCB—'63 San Diego Chargers
CAABCAA—'94 San Francisco 49ers
CAACBAC—'89 San Francisco 49ers
CABAABB—'88 San Francisco 49ers
CABACCA—'84 San Francisco 49ers
CABBBCC—'81 San Franc sco 49ers
CABCBAB—'78 Seattle Seahawks
CACAABA—'79 Tampa Bay Buccaneers
CACACBC—'91 Washington Redskins
CACBBCB—'87 Washington Redskins
CACCBAA—'83 Washington Redskins
CBAAAAC—'82 Washington Redskins
CBAACBB—'72 Washington Redskins
CBABBCA—Hall of Fame I
CBACACC—Hall of Fame II
CBBAAAB—'95 All-Madden
CBBACBA—'95 AFC Pro Bow.
CBBBBBC—'95 NFC Pro Bowl
CBBCACB—'95 Amsterdam Admirals
CBCAAAA—'95 Barcelona Dragons
CBCACAC—'95 Frankfurt Galaxy
CBCBBBB—'95 London Monarchs
CBCCACA—'95 Rhe n Fire
CBCCCCC—'96 Scotland Claymores
CCAACAB—'95 EA Sports Team Madden
CCAB8BA—All '50s
CCACABC—All '60s
CCACCCB—All '70s
CCBACAA—NFL Players Association I
CCBBBAC—NFL Players Association II
CCBCABB—NFL Players Association III
CCBCCCA—NFL Players Association IV

MARIO LEMIEUX HOCKEY

Change Team Skills

Enter the password "ABRA CADA BRAZ" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **A** or **B** to change that skill.

Play on Black Ice

Enter the password "CEME NTBL ADES" and press **START**—the screen will say "BAD PASSWORD". Next, highlight "CANCEL" and press **START**. Start the game, and you'll be playing on dark-colored ice.

MEGA MAN: THE WILY WARS

Stage Passwords

Area 1—Jammin' Jungle
Stage 2: 6800
Stage 3: 5120
Boss: 7420

Area 2—Vexin' Volcano
Stage 1: 4501
Stage 2: 8111
Stage 3: 7421
Stage 4: 1051
Boss: 3351

Area 3—Slammin' Sea
Stage 1: 4502
Stage 2: 8112
Stage 3: 7422
Stage 4: 1052
Boss: 3352

Area 4—Crankin' Castle
Stage 1: 6803
Stage 2: 0513
Stage 3: 9723
Stage 4: 3353
Boss: 5653

Area 5—Thrashin' Tundra
Stage 1: 8114
Stage 2: 2814
Stage 3: 1134
Stage 4: 5654
Boss: 7954

Area 6—Cruisin' Comet
Final Stage: 0515

MEGA TURRICAN

Stage Skip

Pause the game, press **Right, Left, Down, Right, B** and unpause.

Unlimited Power

Pause the game, press **A, A, A, B, B, B, A, A, A** and **START**.

Press **START** to pause the game, then press **Up, Up, Down, Down, Left, Right, Left,** and **Right** on the D-pad. Then press **A** and **B**. Unpause the game. When you push forward, your character moves backward.

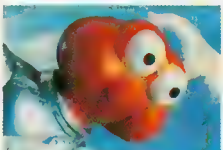
Previous Level

Pause the game, press **Right, Left, Down, Right, A**. When you unpause, you'll return to the previous level.

M.E.R.C.S.

Faster, Smarter Enemies

Highlight Original Mode at the options screen, hold **A, B** and **C** and press **START**.



MICHAEL JACKSON'S MOONWALKER

Become the Robot

In each of the following cases, the child hostage noted must be the first one rescued when you reach that level.

In level 2-2 go to the top of the garage, and rescue the only child up there, or...

In 2-3 get in the elevator, and go up one floor. Now rescue the child on that floor to get the shooting star, or...

In 3-3 go to the left side of the waterfall. Look straight up and rescue the child above you.

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight the EXIT option and hold the D-pad to the **Left** for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MICKEY MOUSE IN CASTLE OF ILLUSION

Maximum Number of Marbles

At the end of the second level in Toyland, you'll come across a bag of marbles. If you pick the bag up and proceed to the right far enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,0000 points and extra marbles (up to 30). Don't forget about the vines in the second part of Level 1-1. As long as you're on the vine, you're invincible, so you can swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

MICRO MACHINES

Super Cheats

Press **B, Down, C, Down, Up, Down, Left, Down** while the game is paused to earn infinite lives.

Press **Up, Down, A, B, Left, Right, C** while paused for a faster vehicle; you'll notice a higher top speed.

Press **Left, Right, Left, Right, Up, Down, START, Down** while paused for a higher difficulty level.

Press **Left, Down, Up, Down, Right, Down, A, Down** while paused for a *much* higher difficulty level.

Press **A, Up, B, Down, C, Left, START, Right** while paused for extra traction/better handling.

Press **C, Up, Left, Right, A, B, A, C** while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

MIG-29

Super Password

Access to all missions, including Iron Hand and White Pegasus: WEXBJOISGIITES.

NIGHT'S MAGIC—GATE TO ALTER WEALTH

Secret Cheat

Choose "View Character" from the non-combat menu. When the screen says "View Which?", press and hold **Left, A** and **C**, then release all three buttons at once. When the character menus come up, press **Left** repeatedly, you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily. You can earn quick experience points by accepting the knight's quest—since you'll probably have immediate access to the weapon he asks for—and you can sell the unused weapons for plenty of gold.

Free Food

Choose the "Share" option from your command menu and select "Food". After repeating this several times, your entire party's food supply will increase.

NIKE QUIK POWER FOOTBALL

Punt Trick

On offense, choose "punt" at the play selection screen; then, as your players are lining up on the field, press **START** and go to the "Substitutions" menu. Replace your punter with a fast player—one with a speed rating of 80 or more—and return to the game. When the ball is snapped, head for the left or right sideline and take off running. When you get 15 or 20 yards past the line of scrimmage, all of the players on the opposing team will freeze like ghostly statues—you can run all over the field and walk right through them. In a two-player game, the player who is being controlled by your opponent will be the only one who can move.

Passwords

Conference Title: Washington vs. Atlanta—tjF1L4
World Championship: Washington vs. New York—tjF1M0
Conference Title: Miami vs. Cleveland—xjP1Dm
World Championship: Miami vs. San Francisco—xjP1Ei

NHLPA SPORTSTALK BASEBALL

Easy Out

If the computer team has men on second and third or bases loaded, press the **B** button and throw the ball to third base, then quickly throw to first. You'll see the runners take off—but the man on second takes so long to get back to the base that you can always pick him off.

MORTAL KOMBAT

Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down
Johnny Cage—Forward, Forward, Forward, **A**
Kano—Back, Back, **A**
Rayden—Forward, Back, Back, Back, **A**
Sub-Zero—Forward, Down, Forward, **A**
Sonya—Forward, Forward, Back, Back, **START** (Block)
Scorpion—Up, Up (easier if you hold Block)
Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background. If there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage.

Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A, B, A, C, A, B, B.** You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing **Down, Up, Left, Left, A, Right, Down.** A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu with new options as follows:

- Fighter 1/Fighter 2—Control what characters will be seen in the "Demo" mode (see below).
- Plan Base—Fight your opponents in a predetermined order in the 1-player mode.
- Chop-Chop—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round. This only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.
- 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage entirely.
- Demo—This option will show you different sequences from the game; just pick a scene and press the **A** button to view it.
- FLAG0/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead.
- FLAG2—Guarantees a shadow in front of the moon on the Pit stage.
- FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- FLAG4—Gives you Reptile hints before every battle.

• FLAG5—Gives you infinite credits.
• FLAG6—The computer does fatalities on you in one-player mode
• FLAG7—Locks in the background at the Palace Gates stage all the way up to the endurance match.
• Blood On—Turns on the blood effects and arcade fatalities.
• Cheat On—Turn this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position
• 1st Map—Use this to select the starting scenario or background if you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile

MORTAL KOMBAT II

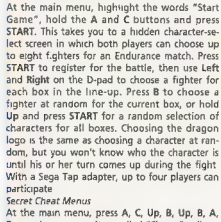
Test Mades
At the options menu, put the cursor on "DONE!" and press **Left, Down, Left, Right, Down, Right, Left, Left, Right, Right**. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more
Fergality
At the Test Modes menu, set the *Background* to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away, Away, Away, Block**. That weird character is Fergus McGovern of Probe Software, deve oper of the Genesis version of *MKII*

MORTAL KOMBAT II (32X)

Test Modes
At the options menu, put the cursor on "DONE!" and press **Left, Down, Right, Right, Down, Left, Left, Left, Right, Right, Right**. A new menu option called "Test Modes" will appear, giving you options similar to the Genesis cheat menus described above

MORTAL KOMBAT 3

Play as Smoke
When the *MK3* logo appears at the beginning of the game and you hear a gong, press **A, B, B, A, Down, A, B, B, A, Down, Up, Up.** You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.
Endurance Mode
At the main menu, highlight the words "Start Game", hold the **A** and **C** buttons and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press **START** to register for the battle, then use **Left** and **Right** on the D-pad to choose a fighter for each box in the line-up. Press **B** to choose a fighter at random for the current box, or hold **Up** and press **START** for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight With a Sega Tap adapter, up to four players can participate
Secret Cheat Menus
At the main menu, press **A, C, Up, B, Up, B, A, Down.** A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 99) and "Bio Screen" lets you see any character's biography simply by pressing the **START** button.
Also at the main menu, press **B, A, Down, Left, A, Down, C, Right, Up, Down.** Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the **START** button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.
Another cheat code that can be entered at the main menu is **C, Right, A, Left, A, Up, C, Right, A, Left, A, Up**, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babalities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the **LOW KICK** button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the **LOW KICK** button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance



MUTANT LEAGUE FOOTBALL

Passwords
Darkstar Dragons. FMK3XYSL1Q
Deathskin Razors: ICK1111111H
Icebay Bashers: 2CK111111D
Killer Convicts. HGK111111J
Midway Monsters. 3CK111111F
Misfit Demons: JH111111G
Psycho Slashers: GMK111111D
Rad Rockers: 5CK111111M
Road Warriors. BDK111111J
Screaming Eyes. KLK111111L
Sixty Whiners: CBK111111J
Slayerty Slayers: LJK111111M
Terminator Trolls. MLK111111J
Turbo Techies: NMK111111Q
Vile Vulgars. 4CK111111L
War Slammers. DCK1111129
Kill the Referee
Press **A, C, C** as the team lines up

MUTANT LEAGUE HOCKEY

Password
Play as the Lizard Kings against the Mutant Monsters in the Monster Cup Championship by entering 3BFL2XLBKRRSL
Playoffs—Cras vs. Slayers:
PBXTTYPKSQP7B
Monster Cup Championship—Trolz vs. Bots.
GVSLBN3J884XG
Monster Cup Championship—Things vs. Slammers:
BCV6CMW7DNX8F

NBA HANGTIME

Secret Power-Ups
Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.
ABA Ball—Hold **Right**, press **A, B, C**
Rooftop Court—Press **Left, Left+B, Left, Left+B**
Hawaii Court—Press **B, A, Right, Right, A, C, Up, Down, A**
No Drift—Press **Down, Down, B, A**
Computer Assistance Off—Hold **Right**, press **C, C**
In addition to the above codes, the following power-ups can be activated by using the **A, B** and **C** buttons to change the numbers at the bottom of the screen as follows:
Tournament Mode—111
Fast Pass—127
Max. Speed—284
No Pushing—390
Hyper Speed—552
Max. Block—616
Max. Steal Ability—709
Max Power 802
Goaltending Allowed—937

NBA JAM

Special Guest Players
To access hidden characters, enter your initials as follows.
Mark Turmell: Enter MJ, highlight L, hold **START** and press **A**.
Sal DiVita: Enter SA, highlight L, hold **START** and press **C**.
Jamie Rivett: Enter RJ, highlight R, hold **START** and press **B**.
Bill Clinton: Enter AR, highlight K, hold **START** and press **A**.
Al Gore: Enter NE, highlight T, hold **START** and press **B**.
Dan "Weasel" Feinstein: Enter SA, highlight X, hold **START** and press **C**.
Asif "Chow-Chow" Chaudhry: Enter CA, highlight R, hold **START** and press **C**.
Tom "Scruff" Rademacher: Enter RO, highlight D, hold **START** and press **B**.
Eric "Kabuki" Kuby: Enter QB, highlight "■" (the space character), hold **START** and press **A**.
Eric "Air Dog" Samulski: Enter AI, highlight R, hold **START** and press **A**.
Warren Moon: Enter UW, highlight "■" (the space character), hold **START** and press **A**.
George "P-Funk" Clinton: Enter DI, highlight S, hold **START** and press **C**.
Secret Power-Ups
Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."
Show Shot Percentage: Press **A**, then press and hold **A, B** and **Down** until the tip-off.
"Juice Mode": Press **A** 13 times, then press and hold **B** and **C** until the tip-off.
Power-Up Intercept: Rotate the D-pad 360° and press the **B** button 14 times.
Power-Up Defense: Press **A** five times
Power-Up Turbo: Press **A** 13 times, then press and hold **A, B** and **C** until the tip-off.
Power-Up Fire: Press **B** seven times, then press and hold **B, C** and **Up** until the tip-off
Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes
Suns Gorilla (team mascot): Highlight "G", press **A**; highlight "O", hold **START** and press **B**, highlight "R", hold **START** and press **B**
Benny (team mascot): Highlight "B", hold **START** and press **B**; highlight "N", press **A**; highlight "Y", hold **START** and press **C**.
Hugo (team mascot): Highlight "H", press **A**; highlight "G", hold **START** and press **C**; highlight "O", hold **START** and press **A**.
Crunch (team mascot): Highlight "C", hold **START** and press **A**; highlight "R", hold **START** and press **B**; highlight "H", press **A**.
Bill Clinton: Highlight "C", hold **START** and press **A**; highlight "I", press **A**; highlight "C", hold **START** and press **B**.
Hilary Clinton: Highlight "H", press **A**; highlight "C", hold **START** and press **B**; highlight "■" (the space character), press **A**.
Prince Charles: Highlight "R", hold **START** and press **B**, highlight "O", hold **START** and press **A**; highlight "Y", press **A**.
Heavy D: Highlight "H", hold **START** and press **A**; highlight "V", press **A**; highlight "Y", hold **START** and press **B**.
Jazzy Jeff: Highlight "J", hold **START** and press **C**; highlight "A", hold **START** and press **A**; highlight "Z", hold **START** and press **A**.
Fresh Prince: Highlight "W", hold **START** and press **C**; highlight "I", hold **START** and press **B**; highlight "L", press **A**
Larry Bird. Highlight "B", hold **START** and press **A**; highlight "R", hold **START** and press **C**; highlight "D", hold **START** and press **A**.
Frank Thomas: Highlight "S", hold **START** and press **B**, highlight "O", press **A**; highlight "X", hold **START** and press **A**.
Randall Cunningham: Highlight "P", press **A**; highlight "H", hold **START** and press **A**; highlight "I", hold **START** and press **C**.
Mike D. Highlight "M", hold **START** and press **C**; highlight "K", press **A**, highlight "D", hold **START** and press **C**.
AdRock: Highlight "A", press **A**, highlight "D", hold **START** and press **C**; highlight "R", hold **START** and press **B**.
MCA: Highlight "M", hold **START** and press **B**; highlight "C", hold **START** and press **B**; highlight "A", press **A**.
Mark Turmell: Highlight "M", hold **START** and press **A**; highlight "J", press **A**, highlight "T", hold **START** and press **A**.
Jamie Rivett: Highlight "R", press **A**; highlight "J", hold **START** and press **A**, highlight "R", hold **START** and press **C**.
Sal DiVita. Highlight "S", hold **START** and press **A**; highlight "A", hold **START** and press **C**; highlight "L", press **A**.
Shawn Liptak. Highlight "S", press **A**; highlight "L", hold **START** and press **B**, highlight "■" (the space character), hold **START** and press **B**.
Tony Goskie: Highlight "T", hold **START** and press **B**; highlight "W", press **A**; highlight "G", hold **START** and press **A**
John Carlton: Highlight "J", hold **START** and press **C**; highlight "M", hold **START** and press **C**; highlight "C", hold **START** and press **B**
Jay Moon: Highlight "J", press **A**, highlight "A", hold **START** and press **A**, highlight "Y", hold **START** and press **A**.
Kirby: Highlight "C", hold **START** and press **B**; highlight "K", press **A**; high ight "■" (the space character), hold **START** and press **C**.
Snake: Highlight "G", hold **START** and press **A**, highlight "O", hold **START** and press **C**; highlight "F", hold **START** and press **B**.
Falcus: Highlight "J", hold **START** and press **A**; highlight "F", press **A**, highlight "■" (the space character), hold **START** and press **C**.
Muskett: Highlight "M", hold **START** and press **B**; highlight "C", hold **START** and press **B**, highlight "M", hold **START** and press **C**.
Hill: Highlight "H", hold **START** and press **A**; highlight "D", hold **START** and press **B**; highlight "H", hold **START** and press **A**.
Chow Chow: Highlight "A", press **A**; highlight "M", hold **START** and press **A**; highlight "X", hold **START** and press **C**.
Weasel: Highlight "R", hold **START** and press **B**, highlight "A", hold **START** and press **A**; highlight "Y", hold **START** and press **C**.
Brutah: Highlight "L", hold **START** and press **A**; highlight "G", hold **START** and press **B**; highlight "N", press **A**.
Kabuki: Highlight "D", press **A**, highlight "A", hold **START** and press **B**; highlight "N", hold **START** and press **A**.
Stormer: Highlight "X", hold **START** and press **B**; highlight "Y", hold **START** and press **B**, highlight "Z", hold **START** and press **A**.
Blaze: Highlight "B", hold **START** and press **C**; highlight "L", press **A**, highlight "Z", hold **START** and press **C**.
Kid Silk: Highlight "K", press **A**; highlight "S", hold **START** and press **B**; highlight "K", hold **START** and press **C**.
Scooter Pie: Highlight "H", hold **START** and press **A**; highlight "T", press **A**; highlight "P", hold **START** and press **C**.
Moosekat. Highlight "M", hold **START** and press **B**, highlight "P", hold **START** and press **C**; highlight "F", press **A**.
Air Dog. Highlight "A", hold **START** and press **C**; highlight "J", press **A**; highlight "R", hold **START** and press **B**.
Secret Power-Ups
Each of these power-up codes should be performed at the "Tonight's Match-Up screen just before the tip-off.
Display Shot Percentage. Up, Up, Down, Down, B
Quick Hands. Left, Left, Left, Left, A, Right
Max. Power. Right, Right, Left, Right, B, B, Right
Powerup Goaltending: Right, Up, Down, Right, Down, Up
Powerup Fire Down, Right, Right, B, A, Left
Powerup Turbo. B, B, B, A, Down, Down. Up, Left
Powerup Offense: A, B, Up, A, B, Up, Down
Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up
Powerup Dunks: Left, Right, A, B, B, A
Powerup Push: Down, Right, A, B, A, Right, Down
Push One Opponent and Both Fall. Up, Up, Up, Up, Left, Left, Left, Left, A, A
Push One Opponent and Only Teammate Falls: Up, Up, Up, Up, Left, Left, Left, Left, A, B
Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B
High Shots: Up, Down, Up, Down, Right, Up, A, A, A, Down
Speed up: Up, Up, Up, Up, Left, Left, Left, Left, B, A
5 spery Court. A, A, A, A, A, Right, Right, Right, Right, Right

NBA LIVE '95

NBA Golf?
Start an exhibition game and choose teams. Go to the player selection screen and push **Up** on the D-pad. The words "Player 1" will change to "Start New." Press **START** to get to the password screen. On the password screen type in "REFLOG." (That's GOLFER spelled backwards.) You'll get a playable demo of a golf game.

NFL SPORTSTALK '93

San Francisco 49ers Passwords
Week 2 4W1DCBBBDD
Week 3. 4W1FFBBBDD
Week 4 4W1GKBBBDD
Week 5. 4W1HTBBBDD
Week 6 4W1J?BBBDD
Week 7. 4W1K?CBBDD
Week 8 4W1L?BBBDD
Week 9. 4W1M?KBBDD
Week 10· 4W1N??BBDD
Week 11: 4W1P??BBDD
Week 12: 4W1Q??CBDD
Week 13· RW1R??FBDD
Week 14· 4W1S??KBDD
Week 15 4W1T??TBDD
Week 16: 4W1V???BDD
First Round Playoffs. 4W1V???BDD
NFC Championship: 4W1X???FDD
Super Bowl 4W1Y???KDD

NHL '95

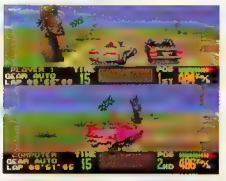
30-Second Periods
When the Controller Configuration screen comes up, hold **A**, **C** and **START**, then release. The Scouting Report screen will come up, so press and hold **A**, **C** and **START** again. On the next screen, choose Abort Game. This will bring you back to the main menu. The Period Length will now say 30 seconds.

NHL HOCKEY

Skate Through the Crowd
Start a two-player "teammates" game with penalties turned on. If your player is called by the referee as a fight instigator after a fight, steer away from the penalty box and start bumping into the boards; you should be able to skate up and into the audience.

OUTLANDER

Level Passwords
Level 1: FYBY1QZFQ240Q0
Level 2: 89D020cCYY8CZ8
Level 3: P69HOSK7YCKCX
Level 4: TZZY2159Q9YK80



OUTRUN

Cheat Menu
At the first title screen, press **START**, then press the **A** button 11 times, press **B** three times and press **C** eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode number works as follows:
Mode 1: You can drive through your opponents' cars without collisions.
Mode 2: You can drive even after the timer runs out.
Mode 3: Combines the effects of Modes 1 and 2.
Mode 4: The programmers' debugging codes appear on the screen.
Mode 5: Combines the effects of Modes 1 and 4.
Mode 6: Combines the effects of Modes 2 and 4.
Mode 7: Combines the effects of Modes 1, 2 and 4.
Mode 8: ????
Mode 9: Combines the effects of Modes 1 and 8.
Mode 10: Combines the effects of Modes 2 and 8.
Mode 11: Combines the effects of Modes 1, 2 and 8.
Mode 12: Combines the effects of Modes 4 and 8.
Mode 13: Combines the effects of Modes 1, 4 and 8.
Mode 14: Combines the effects of Modes 2, 4 and 8.
Mode 15: Combines the effects of Modes 1, 2, 4 and 8.

OUTRUN 2019

Music Select
Hold the **C** button and press **START** at the "Stage Select" screen. This brings up a music menu with six techno tunes to choose from.

PAC-MAN 2: THE NEW ADVENTURES

Original Pac-Man and Pac Jr.
Enter the code **PCMNORG** at the password screen to play the original *Pac-Man*.
Enter the code **PCJRDPW** at the password screen to play *Pac Jr.*
Sound Test
Enter **SO*NDTP.**
Pattern Test
Enter **P*T*RN**
Time Trial
Enter **TR**LMP** for the Time Trial.
(Note. * represents the Pac-Man symbol.)

PETE SAMPRAS TENNIS

New Options
Choose World Tour and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

PGA TOUR GOLF II

Never Drop a Shot
When you've got a birdie or better, save the game up to that point. If you drop a shot at the next hole, you can restart from the last hole and still have the shot.

PHELIOS

Nine Continues
Get to the Chapter 1 screen, then press **C**, **A**, **B**, **A**, **C**, **A**, **B**, **A**.

THE PIRATES OF DARK WATER

Stage Passwords
Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passcodes:
IITBDIA—Port of Citadel
NCOOKIE—Citadel to Port
RITAZIM—Port to Citadel
JESSICA—Citadel to Mountains
ALEXISK—Port to Mountains
SCOOBYD—Mountains to Landa
STOYODA—Andorus to Bridge
TADSHIM—Bridge to Andorus (full sword)
ALARTUS—Andorus to Maelstrom
DARRINS—Bridge to Maelstrom (full sword)
MA.COLM—Maelstrom to Caverns (full sword)

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Tag-Secret Cheats
Hold **A** and **B** on Controller 1 and **B** on Controller 2, then turn the Genesis on. Start the game, then press **START** to pause. Press **A** on Controller 1 to refill your health meter, **B** on Controller 1 to become invincible or **C** on Controller 1 to bring up a stage-select menu.

PITFALL: THE MAYAN ADVENTURE

Cheat Codes
Each of the following cheats must be entered at the title screen, after the flying boomerang appears.
Warp to 2600 Pitfall!—**Down**, **A** 26 times, **Down**
Warp to Simon Game—**B**, **A**, **Down**, **C**, **Right**, **A**, **B**.
Stage Select—**B**, **Right**, **A**, **Down**, **Right**, **Up**, **B**, **Left**, **A**, **Up**, **Right**, **A**, **Up**.
Infinite Continues—**C**, **C**, **C**, **C**, **Left**, **A**, **Down**, **Up**, **Down**
Full Weapons—**A**, **B**, **Up**, **C**, **A**, **C**, **A**
Nine Lives—**Right**, **A**, **Down**, **B**, **Right**, **A**, **B**, **Up**, **Down**
Super Speed—**B**, **A**, **Right**, **C**, **Right**, **Up**, **Down**.
See Credits—**C**, **Right**, **Down**, **C**, **Right**, **Down**, **C**, **Right**, **Down**

PITFALL: THE MAYAN ADVENTURE (32X)

Cheat Codes
All of the cheats shown above for the standard Genesis version of *Pitfall: The Mayan Adventure* will work on the 32X version except the stage-select code. The stage-select code for the 32X version is **C**, **A**, **C**, **A**, **Down**, **Up**, **Down**, **Left**, **Down**, **Up**, **Up**.

POWER MONGER

Conquest Password
Select the "Restore Conquest" option and enter the password 2MNOA2WSD. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

PRIMAL RAGE

Cheat Menu
At the "Start/Options" menu, press **Left**, **Up**, **Right**, **Right**, **Up**, **Left**, **Right**, **Right**, **Left**, **Left**, **Up**. A new option called "Extra Options" will appear, here you'll be able to become invincible, disable the timer, warp to the "feast" stage and much more.

RADICAL REX

Stage Select
At the Title Screen, enter **A**, **C**, **Down**, **Right**, **Up**, **B** on Controller 2.

RBI '94

Tengen Team
Enter THECHALLENGE at the password menu to play against the people who designed the game. If you beat the Tengen team, you'll play against the Dream Team.

RED ZONE

Mission Passwords
Mission 1: ACCCBCABBAB
Mission 2: ABACBCBCABA
Mission 3: ACCCBCABBCA
Mission 4: ABACBCBCACC
Mission 5: BAAABBBCCBB
Mission 6: ABBABCAABCA
Mission 7: BAAABBCAAAA
Mission 8: ABBABCAACAC
Mission Passwords + Invincibility
Mission 1: BAABAACBCBA
Mission 2: ABBBABACBBC
Mission 3: BAABAACBCBA
Mission 4: ABBBABACBAC
Mission 5: BAACAABAACA
Mission 6: ABBCAACACCC

Mission 7: **BAACAABAABA**
Mission 8: **ABBCAACACBC**
Secret Asteroids Game
Enter the password **ABCACACBCAC**. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

THE REVENGE OF SHINOBI

Infinite Shurikens
At the Options menu, highlight "Shurikens" and change the value to "00". Now wait at this spot for 10 seconds; the "00" will change to an infinity symbol, giving you unlimited Shurikens.

RINGS OF POWER

Nude Code
Hold **A**, **B**, **C**, **START**, and point the D-pad into the **Down/Right** position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

RISTAR

Cheat Passwords
Enter the following passwords for different effects:
MJSELM—Boss Rush Mode
DOFEEI—Practice Bonus Rounds
ILOVEU—Stage Select
SUPER—"Super" difficulty level appears at the option screen
MAGURO—Adds a freaky new option to the sound test menu
XXXXXX—Cancel all passwords

ROAD RASH II

First Place Passwords
Level One
0DD8 110N. ALASKA / $2,000
0DDH 101B HAWAII / $3,000
035P 1130: TENNESSEE / $4,000
02J0 117G. ARIZONA / $5,000
02U9 10F5: VERMONT / $6,000
Level Two
05BH Q10S: ALASKA / $3,250
038B 1MIV: HAWAII / $5,250
041Q AN33 TENNESSEE / $7,250
05RB 2N73 ARIZONA / $9,250
06JR QMFC VERMONT / $11,250
Level Three
08DA 3NOP ALASKA / $4,500
0AJB 3M1D HAWAII / $8,500
06A4 3C30. TENNESSEE / $12,500
0BT4 RD7M AR ZONA / $16,500
0DE5 RCF8 VERMONT / $20,500
Level Four
0GD4 KCOK ALASKA / $11,500
09ET C9I8 HAWAII / $17,500
0DQD 4932 TENNESSEE / $23,500
0J4T 4976: ARIZONA / $29,500
0NGD 49FE: VERMONT / $35,500
Level Five
0QQT 590V. ALASKA / $18,500
0FGL SJ13 HAWAII / $28,500
0M44 5J3L TENNESSEE / $38.500
01UK 5170 ARIZONA / $48,500
25L5 5JFD: VERMONT / $58,500
Secret Bike
At the title screen, hold **Up+A+C** and press **START**. Now you can choose the secret bike, the Wild Thing 2000.
Start with any Bike
Choose a two-player head-to-head game and a bike from the shop. Go back to Game Select and choose the two-player "Take Turns" mode. Then pick a one-player game and hit **START**. Now you can choose any bike from the shop.

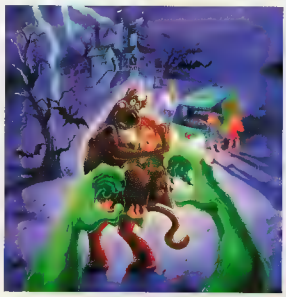
ROBOCOP VS. THE TERMINATOR

MA-17 Code
Press **C**, **B**, **A**, **B**, **B**, **A**, **B**, **B**, **C**, **B**, **B**, **C**, **C**, **B**, **B**, **C**, **B**, **C**, **A**, **C**, **C**, **A**, **A**, **A**, **B**, **B**, **B**, **A**, **C**, **A** while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.
54 Lives
Press **C**, **C**, **A**, **A**, **B**, **B**, **C**, **C**, **A**, **A**, **B**, **B** while the game is paused. You'll find a secret level and earn 54 lives.
Weapons Select
Press **B**, **A**, **C**, **C**, **C**, **A**, **B**, **B**, **A**, **C**, **C**, **C**, **A**, **B** while paused. Next, start the game again and hold **Down+A+B+C** to choose different weapons.
"TurboCop" Mode
Press **A**, **B**, **C**, **C**, **B**, **A**, **C**, **B**, **A**, **C**, **B**, **A**, **A**, **A**, **C**, **A**, **C**, **B**, **C**, **A**, **C**, **A**, **B**, **C**, **B** while paused. Now you can do mega-jumps and rip through the levels as "TurboCop."
Immortality Level
Once you've entered the "TurboCop" code, start the "Trainer" level and move RoboCop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."
Drop Through the Floor
Pause the game and press **A**, **B**, **C**, **C**, **C**, **B**, **A**. Hold **Down** on the D-pad and press **C** to drop down to the next level.

SCOOBY-DOO MYSTERY

"Blake's Hotel" Solution
After the opening sequence, Shaggy and Scooby will be in the Lobby of the Blake Hotel. Look at the **creepy painting**, then open the door to the left of it. Walk through the door into the office, where you'll find a distress message from Uncle Blake on the chalkboard. Take the **heater** from the floor, then open the drawer in the desk and take the **scissors**. Examine the book collection and the missing book for a clue that will be helpful later on. Return to the lobby and head up the staircase.

In the upstairs hallway there are seven doors, six along the corridor and one at the end which is locked. Open each of the six unlocked doors to see a series of chase scenes. At the end of the sixth or seventh chase, Shaggy and Scooby will emerge through the locked door, which will now remain open. go through the door into the gardener's bedroom. Open the drawer in the nightstand and take the **book**. Now open drawer in the dresser and take the **antacid**. Return to the hallway and use the **dumbwaiter** near the stairs to descend into the kitchen.
After exciting the dumbwaiter, take the **pot** hanging from the ceiling. **Push** the **flour** in the cupboard, then look through the **peephole** where you'll see two shadowy figures talking about Uncle Blake.
One of them will throw a crumpled note into the fireplace. After they leave, **use the pot with the sink** to fill it with water. Exit the kitchen through the swinging doors.
In the cafe, talk to the **chef**. He won't believe you are hungry. **Eat** the **antacid** to make him leave. Once he is gone, take the **key** hanging behind the counter. Open the cabinet in the lower right-hand corner of the room and take the **can opener**. **Push** the **radio** in the upper-right cor-



ner to reveal a compartment on the side. **Open** the radio and take the **battery**.

Now exit the cafe through the archway on the right to return to the lobby

Use the pot o' water with the fire to put it out, then take the **crumpled note**, which contains a clue about finding the dungeon. Open the outside door to the left and walk outside. Walk down the steps and to the left, where you'll find a snowman and a shed. Take the **shovel** from the snowman. **Use the key with the lock** on the shed, then open the shed. Take the **crowbar**, the **work gloves** and the **weed killer** from the shed. **Use the shovel with the snowman**, then take the **frozen bell**. Walk back the right and **use the shovel with the snow-covered doors**. **Use the crowbar with the double doors** to break the lock, then open the doors and go down into the basement. Open the locker and take the **extension cord** inside. Take the **screwdriver** sitting in the lower left corner of the room, then use the stairs to find a secret door into the office. Return to the lobby and up the stairs to the gardener's bedroom. **Use the work gloves with the poison oak**. Take the **air freshener** hanging from the antenna, then take the **bed springs** from the bed. Walk back to the hallway and use the dumbwaiter to return to the kitchen. Open the microwave, then **use the frozen bell with the microwave**. Shut the microwave and then use it. Open the microwave again the take the **cow bell**. Take the **beads** on the floor and the **can of chili** from the hole in the floor-hole. **Use the can opener with the chili** to give Shaggy a much-deserved snack. **Push the refrigerator** and take the **soda tab** from behind it. Walk to the right, and **use the screwdriver with the vent covering**. **Use the empty can with the termites** in the wall to capture some of the critters. Walk back through the swinging doors into the cafe and exit left to the lobby

Use the cow bell to summon the Bellhop. Talk to the Bellhop to find out that he collects Native American artifacts. **Give the beads to the Bellhop** and he will tell you that he is looking for a Kachina doll he dropped in the woods. Walk outside and **use the heater with the bear**. You'll need to power it up, so **use the extension cord with the heater**. Once the bear is awake, **use the poison oak with the bear**. After he knocks over the totem pole, use the totem pole bridge to cross the axe

Once you are across the bridge, **use the fishing pole**. Take the pole repeatedly until you catch a **Kachina doll**. Take the doll. **Use the scissors with rope** tied to the pier and take the rope. Walk back across the bridge and enter the hotel lobby. Use the cow bell to summon the Bellhop again. **Give the Kachina Doll to the Bellhop**, who will give you a **goblet** in return. Take the goblet, then exit the hotel

Once you are outside, **use the bed springs**. Take the **Christmas lights** while Shaggy is bouncing. Go through the double doors down into the basement. **Use the crumpled note on the wine rack** to open the secret passage. Go through the passage into the mine. Find and take the three **wheels** hidden along the walls of the mine. One is at the far left, another is next to the right of the door you entered through, and the third is next to the support beam to the left of the mine car. **Use the wheels with the mine car**, then **use the mine car** to descend into the shaft. Walk right to the **pond** and **use the air freshener**, then walk through the open archway into the maze.

Now you'll need a source of light to proceed into the maze. **Use the Christmas light with the battery**, then **use the soda tab with the battery**. When you've assembled the light, simply use the flashlight and you can find your way to the exit at the upper right corner of the maze.

Now you'll find yourself in an ancient tomb. Walk to the vegetation-covered wall on the right and **use the weed killer with the killer lettuce**. Walk through the exposed doorway into the dungeon. **Use the rope with the cuffs** next to the hole, then **use the rope** to find Uncle Blake. Talk to Blake, the **use the termites with Uncle Blake** to set him free. You will automatically be put back in the dungeon after you hear Scooby get into a scrape. Follow Blake into the tomb and **give Blake the book**. **Use the goblet with the statue**, then **talk to the statue**. Choose "**xyzzy**" as the magic word and the medallion will appear.

After taking the medallion, return through the maze to the pond. Walk left to the shaft and **use the hose with the engine**. **Use the hose with the gas** to fill the engine, then **use the big red switch** to turn the engine on. Now **use the cart** to ride back up into the mine. Walk through the top door to the basement where the ghost is chasing Scooby. **Use the medallion with the hook** hanging in the middle of the room, trapping the ghost and saving Scooby.

Ha-Ha Carnival Solution

From the front floor of the Ha-Ha Carnival, walk to the right and head down the pier which leads off screen to the bottom; you'll see Fred, Daphne and Velma stuck on the pond. Walk back to the front lot, then head up through the blue archway (marked with the closed sign) to the Boardwalk

Open the **trash can** next to the funhouse to find the **mummy bandages**. Continue walking right, past the funhouse and the roller-coaster until you come to the **Madame Zelda Machine**. Take the yellow **coupon** from the machine, which will give you a free shot at the Hammer game. Walk up to the taffy puller and take some **taffy**. Now walk right and enter the Boathouse, which is the building marked with the anchor. Take the **boat** and the **bottle** from the pool. Open the bottle, then look at the **note**, which will tell you that someone is being held prisoner in the haunted house

Exit the Boathouse and walk left until you come to the gaping clown's mouth which is the funhouse. After entering the funhouse, you will be in a room with a rotating floor. There are three exits; to enter them you must attempt to move in the opposite direction of where you wish to go. First, press **Right** on the D-pad to enter the left tube, which will drop you in the Hall of Mirrors. Walk right until you come to the mirror with wheels and **push the mirror** to get rid of the scary clown. If the clown spooks you away, come back and push the mirror before the clown is in view. Take the **spark plug** the clown drops and exit to the left

Enter the funhouse again and press **Down** to enter the center tube. This will drop you in the bumper cars room. **Use the taffy with the engine**, then **use the switch** to start the cars. **Use the bumper car** and prepare for battle with the clown. The best way to defeat him is to avoid the walls at all costs, then ram him when he is stuck against them. If he defeats you, come back and try again. Once you win, he will run off, dropping a **dart**. Pick up the dart and exit to the right.

Once again, enter the funhouse. This time press **Left** to enter the right tube which leads to the Haunted House. Take the **boots** from the monster. **Open the coffin** to reveal the mummy, then **pull the bandage** after the coffin is closed. If Shaggy is too scared, simply pull the bandage again to free the carnival manager. Now exit the Haunted House in the lower left corner of the room

Walk left from the boardwalk to return to the front lot. **Talk to the kid** to find out that he wants a water pistol. Walk right and enter the Hammer Game. **Give the coupon to the attendant**, then **use the hammer with the hammer game**. That didn't seem to work, so **pull the pole** next to the game to turn the tables on the cheating manager. Now exit the game through the front lot to the boardwalk and continue right until you reach the entrance to the back lot.

Go into the back lot and **use the ladder** to the left to reach the bungee jump platform. **Use the bungee harness**, and take the **bucket** while Shaggy is bouncing. Once you're back on the platform, use the ladder to return to the back lot. Return to the boardwalk and **use the bucket with the faucet** next to the taffy machine. Go the to the back lot and walk right until you reach the balloon stand. **Use the balloon with Scooby** to get the **magnet** from the ferris wheel. Now walk into the diving bell. **Use the valve** in the bell, then **open the hatch** once you are submerged. **Use the magnet with the treasure** to retrieve some **tokens**, then **use the bucket with Inky**, the baby octopus. Use the valve to return to the surface

Walk all the way back to the front lot, then enter the Arcade tent to the right. **Use the tokens with the crane game** to get the **water pistol** (it might take a few tries, but it seems to work best if you leave the crane in its starting position and press the button when the pistol is at the back of the rotating platform.) Enter the door marked "Employees Only" to the right of the strong man; it leads to the dressing room. Take an **application** from the table, then **open the trunk** and take the **wrench**.

Return to the front lot and **give the water pistol to the kid**. Now return to the fortune telling machine on the boardwalk. **Use the tokens with Madame Zelda**, then ask the question "**What is the meaning of life?**" to make the machine break. Take the **head** from the broken machine. Go left to the Roller Coaster booth and **give the tickets to the attendant** to find out that you must have at least four riders. Now enter the funhouse again and press **Left** to enter the tube to the Haunted House. **Use the wrench on the bolts** in the monsters neck, then exit.

Walk back to the kid and **talk** to him until he agrees to ride the roller coaster with you. After the attendant tells you the kid is too short, **give the boots to the kid**. Don't worry, if you have Zelda's head, the attendant will still let you ride after the kid runs off. Once you are on the roller coaster, quickly **use the brake handle**. After you are safely stopped, **use the bolts with the track**. After the track is repaired, use the brake again. On the second roller coaster screen, quickly **use the second brake**. If you miss either brake, you can ride the coaster again without hassle. **Open the shed** next to the track and take the **paintbrush**. Now use the brake again to finish the ride

Walk to the front lot, then walk down the pier to the pond. **Use the spark plug with the boat**, then **use the boat with the pond** to save the game

After the intermission scene, enter the front office to the right. You can talk to the manager, but he is unwilling to help. There is a stamp on his desk, so **use the rubber stamp with the application**. Return to the front lot and enter the arcade tent. **Give the tickets to the dart attendant**, then **use the darts** (the darts have places on the counter, that is, the one in your inventory won't work.) Play the game three times to win the **teddy bear**

Finally, go right to the dressing room and **use the application with the bulletin board**. Walk to the front lot and take the **sign** from next to the Java Hut, then go to the back lot. **Give the teddy bear to the balancing bear** and take the **ball** she leaves behind. **Use the paintbrush with the bucket with inky**, then **use the inky brush with the sign**. **Use the sign** to complete your trap. Now you have to get the clown into the ferocious beast's cart, so while he is standing there looking confused, **use the dart with the ball**

SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephis, 2=Sett, 3=Neza, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotsu, 11=Raph, 12=Shaq. Then, while still at the Options screen, *quickly* press **Up**, **Down**, **B**, **Left**, **Right**, **B**. The screen will flash to confirm the code. Now start the Story mode, the intermissions still show Shaq, but when the game starts you'll get the fighter you chose

Blood Code

At the Options screen, *quickly* press A, B, C, C, B, A. The screen will flash, now there's blood in the game

SHINING FORCE II

Configuration Mode

As the Sega logo starts to appear, quickly press **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Left**, **Right**, **Up**, **Right**, **Down**, **Left**, **Up**, **B**. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old watch repeats your name and says, "...yes! I knew it!" hold the **START** button and press A, B or C. If you'll be using the cheat with a new game, choose "START" and then your name. When the watch asks, "Nice name, huh?" hold **START** and press A, B or C to get four new configuration options

- Special Turbo: Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent: Say "Yes" and you'll be able to control your enemies during the game's combat sequences.
- Auto Battle: The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.
- Game Completed: This option will modify your adventure as if you've already beaten the game once

SHINOBI III: RETURN OF THE NINJA MASTER

Infinite Shuriken

Visit the "Options" menu and change the "S.E." (sound effect) setting to "Shuriken" [sic] Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol

Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the tune called "HE RUNS" and press B to listen to it, then play "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed B at each song and played them in the correct order, you should have heard a brief tone when you hit B at the last tune; the invincibility code is in place

SKITCHIN'

Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage

SONIC & KNUCKLES

Secret Bonus Levels

Plug any Genesis cartridge into the top of *Sonic & Knuckles*. If the screen says "No Way! No Way?", press A+B+C to access randomly-generated sphere bonus levels.

SONIC 3-D BLAST

Stage Select/Stage Skip

At the title screen—while the words "Press Start" are flashing—press **B**, **A**, **Right**, **A**, **C**, **Up**, **Down**, **A**. The main menu will appear, even though you have not pressed the **START** button. Choose "Start" from the main menu; the Level Select menu will appear. You can choose any stage, including the Tails and Knuckles bonus rounds. With this code in place, you can skip stages at any time by pressing **START** to pause, then pressing the A button to warp to the next stage

SONIC SPINBALL

Stage Select

Choose "Options" from the title menu, then—when the Options menu appears—press **A**, **Down**, **B**, **Down**, **C**, **Down**, **A**, **B**, **Up**, **A**, **C**, **Up**, **B**, **C**, **Up**; you'll hear a fanfare to confirm the code. Now return to the title menu and enter one of the following codes:

- Hold A and press **START** to warp to the "Lava Powerhouse" stage
- Hold B and press **START** to warp to "The Machine" stage
- Hold C and press **START** to warp to the "Showdown" stage

SONIC THE HEDGEHOG

Stage Select/Sound Test

At the title screen—just as Sonic is starting to appear—press **Up**, **Down**, **Left**, **Right**. You'll hear a chime. Now hold the A button and press **START** to get a secret menu that allows you to start at any stage or hear all music and sound effects.

Cheat Code

At the title screen—just as Sonic is starting to appear—press **C**, **C**, **Up**, **Down**, **Left**, **Right**. You'll hear a chime. With this code in place, you'll have access to the following features:

- System Reset—Press **START** to pause the game, then press A to reset to the title screen
- Slow-Motion—Press **START** to pause, then hold the B button to play in slow motion. If you tap the C button while paused, you'll advance the action one "frame" at a time
- Debug Mode—When the name of the current zone appears in big letters at the start of a stage, press the A button and hold it down until Sonic appears. Your "Score" indicator will be replaced by a bunch of hexadecimal numbers. Now you're invincible; the only thing that can kill you is if you fall off the screen. Press B during gameplay to change Sonic a different object from the game, while Sonic is a different object, you can move the object anywhere in the current stage with the D-pad. Also, when in "object" mode, press A to change to a different object, C to place a copy of that object on the screen or B to change back into Sonic and continue play. Use this feature to modify the game's stages or even "draw" hundreds of gold rings on the screen, when you change back into Sonic you can pick them all up.

SONIC THE HEDGEHOG 2

Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 09 and 17 in order; you'll hear a chime when you activate the last sound. Next, return to the title screen, highlight "1 Player", hold A and press **START** to access the stage-select menu. With this code in place, you'll also have access to the following features:

- System Reset—Press **START** to pause the game, then press A to reset to the title screen
- Slow-Motion—Press **START** to pause, then hold the B button to play in slow motion. If you tap the C button while paused, you'll advance the action one "frame" at a time

Chaos Emeralds Cheat

At the stage select menu (see above), highlight "Sound Test" and listen to sounds 04, 01, 02 and 06 in order; you'll hear the fanfare that sounds when you get a Chaos Emerald. This code gives you all of the Chaos Emeralds; you can grab 50 rings and jump to change into Super Sonic. You'll

also be able to see the "good" ending when you beat the game.

Debug Mode

At the stage select menu (see above), highlight "Sound Test" and listen to sounds 01, 09, 09, 02, 01, 01, 02 and 04 in order; you'll hear a chime to confirm. Now highlight the name of any stage, hold the **A** button and press **START**; don't release **A** until the stage begins. See the codes for the original *Sonic the Hedgehog* above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in *Sonic 2*

"Night" Mode

Enter the "Debug Mode" code above, then highlight the name of any stage at the stage-select menu, hold the **C** button and press **START**. This darkens the graphics, making it appear as if you're playing at night.

SONIC THE HEDGEHOG 3

Stage Select

After the Sega logo appears at the start of the game, you'll see a blurry scene of Sonic rushing toward you. The instant Sonic appears, quickly press **Up, Up, Down, Down, Up, Up, Up, Up**. You'll hear a chime to confirm the code. Note. This is a very difficult code to enter. You must press the buttons at a consistent speed, starting at the exact moment when the screen turns black; you should finish entering the code just a split second before the screen turns pure white. Use a very light touch on the D-pad and press **Up** and **Down** evenly, making sure not to touch the diagonals. If you don't hear the chime, just reset and try again. Once you've done it right, press **Up** or **Down** at the title screen menu until you see a new item called "Sound Test"; this gives you a stage-select and sound test menu. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option. With the code in place, you have access to the following features:

- System Reset—Press **START** to pause the game, then press **A** to reset to the title screen.
- Slow-Motion—Press **START** to pause, then hold the **B** button to play in slow motion. If you tap the **C** button while paused, you'll advance the action one "frame" at a time.

Debug Mode

At the stage-select menu (see above), highlight the name of any stage, hold the **A** button and press **START**; don't release **A** until the stage begins. See the codes for the original *Sonic the Hedgehog* above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in *Sonic 3*. However, if you get killed when playing in Debug Mode, just press the **B** button quickly before Sonic falls off the screen with the surprised expression on his face; this will change him into an object and freeze the action. Just use the D-pad to move the object to a safe place and press **B** to change back into a healthy Sonic.

"Night" Mode

At the stage-select menu (see above), highlight the name of any stage , hold the **C** button and press **START**. This darkens the graphics, making it appear as if you're playing at night.

SPACE HARRIER (32X)

Arcade Mode

When the Sega logo appears, hold **A+C** and hit **START** on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start". Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

SPIDER-MAN (VS. THE KINGPIN)

Cheat Code

At the options screen, put Spidey next to the "Level" option, press and hold **START** on Controller 2, then press and hold **A, B** and **C** on Controller 1. While holding those buttons down, point the D-pad on Controller 1 **Up**, then diagonally in the **Up/Right** position. You'll see three exclamation points next to the difficulty level. Now start the game; when you want to cheat, press **START** to pause, then press **A** to refill your web fluid, **B** to refill your health meter, **C** for five seconds of invincibility or **A+B+C** to warp to the end of the current stage.

SPIDER-MAN: WEB OF FIRE (32X)

Cheat Mode

Note. You must have a six-button controller to use these cheats. While the Sega logo is on the screen, press **Up, Right, Left, A, Z, Y**. You'll hear the sound of breaking glass to confirm the code. Now you can access a stage-select/sound test menu at any time by pressing the **X** button. Press **Y** during gameplay to freeze the screen and see the programmers' debugging coordinates, or press **Z** during the game to max out your energy, web fluid, lives and Daredevil symbols.

STAR WARS ARCADE (32X)

Suspend Time

Pause the game and press **Down, B, B, Up, Right, Left**.

Reset Timer

Pause the game and press **Left, Down, A, C, Down, Up**.

Sound Test

Pause the game and press **Up, Right, Left, A, Down, C**.

Note. You can't do these cheats without a six-button controller because, in three-button mode, the game has no pause feature.

STEEL EMPIRE

Stage Select

Go to the Options menu and highlight "Sound Test." Press **A** to listen to the sounds in this order. Sound 1, Sound 1, Sound 9, Sound 2. A round select option will appear at the bottom of the screen.

100 Ships

Go to the Options menu and set up the options as follows: Difficulty—Hard, Ships—2, Continues—1. Now move to the Sound Test, select Sound 65 and press **A**. You won't hear any sound, but when you start the game you'll have 99 ships in reserve.

Weapon Power-Up

Set up the options as follows: Difficulty—Hard, Ships—3, Continues—2. Now move to the Sound Test, select Sound 77 and press **A**. You won't hear any sound, but when you start the game you can gain Level 20 firepower by pressing **B** on Controller 2 while the game is in progress.

99 Bombs

At the ship select screen—the one that lets you choose between the biplane and the zeppelin—press **C, A, C, A, START, B** on Controller 2. Now you'll start the game with 99 bombs in reserve.

STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats

SIX-BUTTON CODE: **Down, Z, Up, X, A, Y, B, C**

THREE-BUTTON CODE. **Down, C, Up, A, A, B, B, C**

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen (on Controller 2) to allow both players to choose the same character in Battle Mode.

STREETS OF RAGE

Stage Select/Extra Lives

Highlight "Options" at the main menu, hold **Right + A + B + C** on Controller 2 and press any button on Controller 1. When the Options menu appears, you'll find two new settings at the bottom of the screen: "Players" allows you to start the game with up to seven lives in reserve and "Round No." lets you choose a starting stage

STREETS OF RAGE 2

Stage Select/Extra Lives/New Difficulty Settings

Highlight "Options" at the main menu, hold **A + B** on Controller 2 and press any button on Controller 1. When the Options menu appears, you'll find a new "Round" setting that allows you to choose your starting stage. You'll also have two new difficulty settings to choose from ("Very Easy" and "Mania") as well as the option to start with up to nine lives in reserve

Play Same Character

At the title screen, press and hold **Right** and **B** on Controller 1, press and hold **Left** and **A** on Controller Two, then continue to hold those buttons while you press **C** on Controller Two. Choose the "2 Players" game and you'll find that both players are able to pick the same character.

SUNSET RIDERS

99 Continues

Choose "OPTIONS" from the title screen and set the "SOUND" to "0E", then press **A** to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press **A**, then, when your character looks up, quickly press the **A, B** and **C** buttons at the same time and release them. You'll start the game with 99 credits in reserve.

SUPER VOLLEYBALL

Passwords

The following codes are for the U.S.A. team and will lead you to the championship match against Russia.

China: HLXLA
Japan: RLVLK
Italy. RMXRU
France RUFOR
Holland RSAAV
Brazil: RQVA2
Russia: RP.VE

SYLVESTER AND TWEETY IN CAGEY CAPERS

Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press **START** during the game.

- Extra Time—Press **START** to pause, then press **Up, A, B, C, C, A, Up, C, C, C, Up**. The clock will be reset to zero
- Extra Energy—Press **START** to pause, then press **A, A, A, B, B, A, B, C**. Sylvester's health will be restored
- Extra Points—Press **START** to pause, then press **C, C, C, C, B, C, A, A, C, B, A** to increase your score by 10,000.
- Extra Continues—Press **START** to pause, then press **Right, Left, A, A, B, Up, C, A, B, B, C** to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.
- Invincibility—Press **START** to pause, then press **B, B, Up, A, Left, Right, Down, Right, B, B, C** for temporary invincibility.
- Skip Train Level—In the game's third level, "Mayhem Express," you can pause the game and press **C, C, B, C, A, B, C, A, B, C, Down** and unpause to skip to the next stage.
- See End Credits—To skip to the end of the game and see the credits, press **START** to pause and press **Down, Right, A, B, B, B, C, C, B, A, A**.

T2: THE ARCADE GAME

Level Select

At the title screen, press **Up, Down, Left, Right, Up, Down, Left**, and **Right**. You'll hear "excellent." When you start to play, press **START** to pause the game, then simultaneously press **B** and **C** to skip that stage.

Unlimited Firepower

Use a rapid-fire controller to fire the gun and you'll have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

TAZ IN ESCAPE FROM MARS

Cheat Menu

When the Sega logo appears, press and hold **A+B** on Controller 1 and **B+C** on Controller 2. When the game starts, press **START** to pause. Hit any button and the cheat menu will appear

TAZ-MANIA

Super Cheats

At the title screen, hold **A, B** and **C** on both controllers while pressing **START** on controller one. You should hear a chime. Next, start the game. Press **A** while the game is paused, and your health meter will be refilled when you unpause.

Pressing **B** while the game is paused gives you partial invincibility. Press **C** while paused to see the number of the current stage, which can be changed by pressing **Left** or **Right** on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the **START** button

TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST

Stage Select

At the main title menu—while the words "1 Player/2 Players/Options" are on the screen—press **A, B, B, C, C, C, B, A**, then pause for a second; when the words "Press Start Button" appear, press **START**, then choose the number of players and press **START** again. A stage-select menu will appear.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

Leonardo: ←→↘↓↙+C
Michaelangelo. →←↙↓+C
Donatello →←↙↓+C
Raphael: ←→↘↓↙+C
Casey Jones: →←→+C (in close)
Ray Fillet. ←→↘↓↙+C
April O'Neil: ←↙↓↘→+C (in close)
Sisyphus: ←→↘↓↙+C

THUNDER FORCE III

All Weapons

During play, press **START** to pause, then press **Up** ten times, **B** once, **D** twice and finally, press **B** once. This sequence will give you all the weapons. Press **A** for the claw, and then **START** to unpause the game.

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

Passwords

Level 5 MMBK DDLL DLBG LLDD LDTG
Level 6. HUBB DDDD DDBK DDLL LDTN
Level 7. UBBB DDLL LDBB LLLL LDDQ
Level 8. YBBB MDLL LLBB DDLL LDMQ
Level 10: ZBBB TGLD LDBB TLDL LLNG
Level 11 PBBB TKLD DLBB TGDL DLNV
Level 12 YBBB TZDD DLBB TKDD LDNT
Level 13: QHBB TZGL LLBB TZDL LDZM
Level 14: MHBB TZKD LDBB TZGD LLTM
Level 16. ZBBB TZBG DDBB TZBD DLRR
Level 17: PRBB TZBK DLBB TZBG DDRZ
Level 18: YRBB TZBB DDBB TZBK LLRG
Level 19: ZRBB TZBQ DLBB TZBB DLRX
Level 20: ZHBB TZBQ GDBB TZBW DLHY
Level 21: VNBB TZBQ KLBB TZBQ GLJY
Level 22: KJBB TZBW ZLBB TZBW KLMM
Level 23: XJBB TZBW ZGBB TZBW ZLTB
Level 24. JJBB TZBW ZGBB TZBW ZLTB

TOMMY LASORDA BASEBALL

Erase Third Strike

If you strike out, quickly pause the game before the pitcher gets the ball back from the catcher; you may have to press **START** several times before you get it to register. Now press **C** to restart the game, and you'll see that the same batter is still at the plate with just two strikes, as if the strikeout had never happened.

TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.

Director's Cut

Enter the password RUBE. Start the game Fighter 2 is headless and bleeding

Stealth Mode

Enter the password FQSTER. Start the game Fighter 2 is the Noob Saibot of *Toughman Boxing*

To the Death Mode

Enter the password 2LT. Start the game. Time is infinite. The first fighter to get three knock downs wins.

Caffeinated Mode

Enter the password HYPER. The game is played at double speed.

Iron Man Mode

Enter the password MAXX. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you ar enot guaranteed victory.

All The Moves

Enter the password MRBUCKEYE. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

Little Napoleon

Enter the password WEASEL. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

Whoop Ass Mode

Enter the password SUPERG. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

Nuclear Waste Man

Enter the password NUCLEAR. Start the game. Your opponent is glowing with nuclear waste.

TOY STORY

Invincibility

Complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toybox. Now move to the right and collect four more stars for a total of seven, if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold **Down** on the D-pad for six seconds. You'll see Woody's head in the star begin to spin around, indicating that you are now invincible for the rest of the game.

Stage Skip

At the start of the game, wait for the *Toy Story* title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS START" are flashing, then spell the word "abracadabra" on the control pad by pressing **A, B, Right, A, C, A, Down, A, B, Right, A**. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game, when you want to skip a stage, just hit **START** and press **A** while the game is paused to warp immediately to the end.

TYRANTS

Hidden Sinistar Game

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the **B** button to shoot at your enemies and use the **C** button to fire the Sinibombs.

ULTIMATE MORTAL KOMBAT 3

Secret Cheat Menus

At the main menu—the one that says "Start Game/Options" -press **A, C, Up, B, Up, B, A, Down**. You'll hear Shao Kahn say, "Excellent!" and three new menu options will appear. "Cheats" gives you a sound test, a "Bio Screen" select and the ability to give yourself up to 95 continues. "Secrets" lets you adjust or disable the timer, use any fighter's "Win Screen" and choose any Kombat Zone. "Killer Codes" lets you perform "Quick End" finishing moves, activate Shao Kahn or Motaro as playable characters in two-player games or play the hidden shoot-'em up game. See the description of "Quick Ends" in the tip section under *Mortal Kombat 3* for more information on how they work.

URBAN STRIKE

Passwords

Baja Oil Rigs: CNHLGBR4N8F
Inside Main Oil Rig: ZLGBWD3PFZD
Mexico: BWDR6MJYNM
San Francisco: NDK63P7VZLT
Alcatraz: H63PMJT4SYL
New York: LPMJ7VSXFZK
Las Vegas: GJ7VT4FKYNM
Casino: BVT4SXYCZLT
Vegas Underground: WR63PMT4SYL

Special Passwords

To begin the game with 10 lives and no co-pilots missing, enter the password YCZ9NHLGBT7
To begin the game in Mexico with 16 lives, enter the password 9G6T9BR653V

VALIS

Sound Test

At the title screen, simultaneously press and hold **A, B** and **C**, then press **START**. When the music selection screen appears, use any button to change the music.

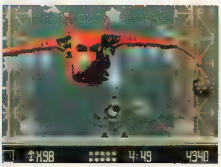
VALIS 3

View Cinema Displays

At the title screen, hold **A, C, Up** and **Left**, then press **START**.

Stage Select

At the title screen, hold **Up, A, B** and **C**, then



press and hold **START**. When a black screen appears, release the buttons and the stage select menu will show up.

VECTORMAN

Hidden Game + Level Warps

When the Sega logo appears at start up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence. Press **START** to pause, enter the code, then press **START** to unpause. Try the following sequence while the game is paused for different effects:

ABRACADABRA (**A, B, Right, A, C, A, Down, A, B, Right, A**)—Refill your energy counter at any time

BALL or BALD (**B, A, Left, Left** or **B, A, Left, Down**)—See the programmers' debugging coordinates.

ABACABB (**A, B, A, C, A, B, B**)—Five dots will appear around Vectorman and follow him wherever he goes.

DRACULA (**Down, Right, A, C, Up, Left, A**)—When you get hit, the game will slow down in order to help you to recover safely.

CALL A CAB (**C, A, Left, Left, A, C, A, B**)—Vectorman turns into a small arrow. This works like a level warp, you can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the CALL A CAB code again.

Super Cheat Menu

At the Options menu, press **A, B, B, A, Down, A, B, B, A**. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

VECTORMAN 2

Refill Energy

Press **START** at any time during the game to pause, then press **B, A, B, A, Left, Up, Up**. When you unpause, you'll find that your energy has been refilled. Repeat whenever necessary to keep your health maxed out.

Add Extra Lives

Press **START** at any time during the game to pause, then press **Right, Up, B, A, Down, Up, B, Down, Up, B**. When you unpause, you'll have one extra life. Repeat whenever necessary to keep your lives maxed out.

Get Special Weapons

Press **START** at any time during the game to pause, then press **C, A, Left, Left, Down, A, Down**. When you unpause, your weapon will be upgraded to the next most powerful one. Repeat the code as necessary until you've got the weapon you want.

Stage Select/Sound Test

Press **START** at any time during the game to pause, then press **Up, Right, A, B, A, Down, Left, A, Down**. When you unpause, you'll see a top-secret cheat menu with sound and music test options as well as a full stage select menu that allows you to warp to any stage in the game, including any of the ending screens, the bonus rounds and even a special testing stage called "Ron's Test Level".

VIRTUA FIGHTER 2

Boss Code

At the character-select screen, hold **Left** or **Right** on the D-pad (or **Right** if you're Player 2.) The cursor will cycle quickly through the available fighters. After a few seconds, the announcer will say, "Five...four...three...two...one..." then you'll hear a metallic sound. Dural is now a playable character; you'll find her just to the left of Akira (or to the right of Jacky.)

VIRTUA RACING

Backwards Tracks

Hold **A, B**, and **Up** when the Sega logo comes on the screen, then press and hold **START** until the demo screen comes on. Let go of all the buttons and press the **START** button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

WIZ 'N' LIZ

Cheat Passwords

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password TCDT GBBS. Other interesting passwords include BBBB BBBB, TTTT TTTT, CBSK JGQD and MQH5 PKDN. The password MGTP GLLS will take you to the last round of the final level.

Open ShopiStar Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold **A** and **C** and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

Time Ball Release

Hold **Up** and press **A** to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

New Difficulty Level

When the Sega logo comes up on the screen, hold the **A, B** and **C** buttons down and press the **START** button twice. You'll hear a voice shout "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

WOLVERINE: ADAMANTIUM RAGE

Passwords

Level 2: MARIKO
Level 3: SILVER FOX
Level 4: DEPARTMENT H
Level 5: MADRIPOOR
Level 6: ASANO
Level 7: THE HUDSONS

WWF RAW (32X)

Secret Character

While the character-select menu is on the screen, press and hold **Down** on the D-pad, then press the **A** and **B** buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon; it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo.

XBAND GAME MODEM

Hidden Maze Game

Press **Up, Up, Down** when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press **Down, Down, Left, Left, Right, C** at the main XBand menu (Challenge/Player List/Mailbox etc.)

Change Text

To change the way the text moves on XBand menus, enter one of the following codes at the player-select screen.

Expand and contract—**Up, Down, Up, Up, Down, Left, Up**

Earthquake effect—**Right, Left, Right, Right, Up, Right, Left**

Restore default "wave" motion—**Left, Right, Left, Left, Up, Left, Right**

Sound Test

Press **Up, Up, Up, Left, Right, Left, Right, Up** at the main XBand menu.

Hidden "Fish Pong" Game

Press **Up, Up, Up, Up, Right, B** at the main XBand menu.

X-MEN

Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold **A, C**, and **Down** on the D-pad and hit **START**. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit **START**. Disconnect the controller again and plug it into the Controller 1 socket; hit **START** to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the **C** button to warp direct y to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing **START** to pause the game. You can also summon Rogue, Archangel, Iceman or as many times as you want to.

Mojo's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the **RESET** button on your Genesis. When you hit **RESET**, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

X-MEN 2: CLONE WARS

99 Lives

During the game, press **START** to pause. Then press **Down+C, Up, Left, Up, Right, Right, C**. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

Level Skip

Pause the game and press **Left + C**. Then press **Up, Up, Left, Down, Down**, then simultaneously press **Right** and **C**.

New Character

Enter the Level Skip code (above). Pause the game, then simultaneously press **Right** and **C**. Pause the game and simultaneously press **Left** and **C**.

Invincibility

Pause the game. Simultaneously press **Up** and **B**. Press **Up, Right, Down, Up, Right, Down, Down, Up, B**. Unpause the game and pause it again. Simultaneously press **Up** and **B** again.

ZOMBIES ATE MY NEIGHBORS

Passwords

Stage 4—Q Y Z T
Stage 8—S B R Z
Stage 12—R C F L
Stage 16—M M L W
Stage 20—B Q B T
Stage 24—L Q N W
Stage 28—R N K D
Stage 32—Q D H L
Stage 36—M K V D
Stage 40—M Z P L
Stage 44—B N Y Z

ZOOL

Note: Each of the following cheats should be done during the game by pressing the **START** button to pause, then continue to hold **START** while pressing the rest of the buttons in the code.

One Extra Life

Hold **START**, then press **Down, Up, Left, Left, A, Right, Down**. Repeat the code whenever necessary.

Level Select

Hold **START**, then press **C, Right, A, B, B, A, Left, Left, A, Down**. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press **Up** or **Down** to change the World and **Left** or **Right** to change the Level. When you're ready to warp, hold **A, B** and **C**. You'll return to the title screen where you'll start at level you chose.

Super Time & Energy Bonus

Hold **START** and hit **Right, A, Down, A, Right, B, Left, Up, Right**. You'll get 240 energy bars. The timer gets set to 999.

Extra Time & Energy

Hold **START** and press **B, A, Right, Right, A, C, Up, Down, A**. You'll get 30 extra seconds on the timer and six energy bars.

Brightness

Hold **START** and press **Down, Up, Left, Left**. This makes the dimmest "PAUSE" screen brighter.

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1996

July - Street Fighter Alpha 2: Resident Evil, Super Mario RPG, Kirby's Block Ball, Guardian Heroes

August - Street Fighter Alpha 2, Manx TT, Metal Slug: Soul Edge, Sonic the Fighters, Area 51, X-Perts, Golden Axe, The Duel, International Track & Field—Plus FREE Soul Edge Pinup

September SOLD OUT! Virtual On: Tokyo Highway Battle, Shining Wisdom, Over Top, Super Dodge Ball, Time Killers

October - Nights, Tekken 2, Super Mario 64 (part 1)

November - Star Gladiator: Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

December - The King of Fighters '96: Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

1997

January - X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

February - Virtua Fighter 3: Sonic 3D Blast, Persona

March - Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

April - Turok: Dinosaur Hunter (part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May - Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

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September - Final Fantasy VII: Dark Rift, Parappa the Rapper, Maximum Force

October - Castlevania Symphony of the Night: Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Oddysee, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Qube—Plus FREE removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

November - Fighting Force: Resident Evil 2 Trial Edition, Street Fighter EX Plus, Mass Destruction, Clay Fighter 63⅓, Bushido Blade, Colony Wars, Last Bronx, Treasures of the Deep, Clock Tower, Courier Crisis

December - Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

January - Mortal Kombat 4: Cool Boarders 2, Quake, Aerofighters Assault, Armored Core, Crash Bandicoot 2, Tomb Raider II (part 1), Bomberman 64, Star Wars: Masters of Teräs Käsi

February - Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2) –Plus FREE Sonic R Pinup

May '97 (TIPT975)

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Sega CD

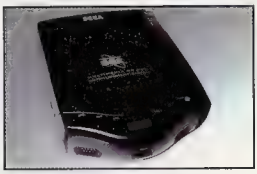
FMV Out of Control

The top-loading Sega CD unit was released in 1993 when the Genesis was redesigned; this photo shows the original front-loading model which debuted in North America in 1992. In addition to the larger size and less practical CD access door, the older model plays a much more annoying theme song when the machine is turned on.

In addition to its role as a third-party publisher of Genesis and Sega CD software, JVC was also granted a license to manufacture a combined Genesis/Sega CD unit with some custom Karaoke options built in. Released overseas as the Wondermega, this obscure piece of hardware was also released in limited quantities in North America, where it was renamed the "X'Eye Muiti Entertainment System."

It may not have been the very first video game console to use compact discs—the TurboGrafx-CD system has that distinction—but the Sega CD add-on for Genesis machines was certainly the first *popular* video-game CD platform. Fans of action games like *Sonic the Hedgehog* (a four-megabit cartridge) did some quick math and concluded that a CD's 700-plus mega*byte* storage capacity could deliver a *Sonic*-like game with literally several hundred stages! (Okay, so it would take dozens of man-years to design all of those levels, but who wouldn't love to play a game like that?)

Unfortunately, Sega undermined the development of traditional "platform" games by refusing to grant licenses for titles like Virgin's *Cool Spot*, insisting instead that Sega CD owners wanted more games like *Night Trap* and *Sewer Shark* because the full-motion video footage in those titles represented the "next level" of game technology. It wasn't until later in the life of the Sega CD that players started to recognize full-motion video as a gimmick; finally, more developers were able to use the CD to make bigger games with high-quality "redbook" audio. For example, while millions of people played *Mickey Mania*, *Earthworm Jim* and *Pitfall: The Mayan Adventure* on the Super NES and Genesis, it's a little-known fact that all three of these games were released for the Sega CD in versions that were infinitely superior to their cartridge counterparts, with extra levels and superb CD soundtracks. Oh well...at least those Digital Pictures games could be counted on to contain hidden video footage for *Tips & Tricks* enthusiasts to discover.



In 1994, Sega issued its own version of a combined Genesis/Sega CD unit: The Sega CDX was small enough to function as a portable CD player and ran on two AA batteries. The original package also included a six-button controller and three game CDs: *Sonic CD*, *Ecco the Dolphin* and a five-in-one collection of classic Genesis games like *Street of Rage*, *The Revenge of Shinobi* and *Super Monaco GP*.

BATMAN RETURNS

Cheat Mode
Press **Up, B, A, C, A, Down, B, A, C, A** at the game's title screen. You'll hear a jingle to confirm the code. Now go to the Option Mode menu and press **Left** twice to get the secret option menu. Turn the "Immortal" option on to make yourself invincible, use the "Stage" setting to skip through the levels and adjust the "Weapon-L" setting to power up your ship's guns.

BATMAN RETURNS

Stage Select
Select "Options" from the title screen. Change the Game Type to "Platform Only." Now, enter the following code on the control panel by holding **Left** on the control pad and pressing **B** while Batman's finger is over each number in this order: **1, 7, 1, 6, 7**. Note that by holding **Left** and pressing **B** you don't change the status of that item on the screen, but you do enter the number. You should hear a louder beep when you enter the last number to indicate that the stage-select code is in place. Next, set up the game options any way you like, then point to the number of the stage you wish to start at. Hold **Left** and press **B** to start at that stage. Choosing 7 as your starting stage will send you back to the title screen, since each of the three game types consists of five stages plus an ending sequence.

Stage Skip
Set the Game Type to "Driving Only," then hold **Left** and press **B** at each of the following numbers. **1, 2, 3, 4, 5, 6, 7, 6, 5, 4, 3, 2, 1**. You should hear a beep confirming the code. Once that sequence has been performed, start the game, and you'll find that you can skip stages at any time by pressing the **C** button while the game is paused.

BATTLECORPS

Secret Map Option
Pause the game and press **B, A, B, A, Right, A, C, Up, START**. Now you have an on-screen map of the current stage.

BRUTAL

Boss Code
At the title screen, enter the code **Up, Down, A, B, C, C, B, A, Down, Up**. Now you can choose Karate Croc at the "Choose a Character" screen.

CLAY FIGHTER: TOUGH ENOUGH

Cheat Mode
If you enter your name as "AZY" (without a period) and choose Operation BHA—you'll be sent directly to a hidden *Pang*-style game, *Black Ball Assault*.

DARK WIZARD: CHAOS CRUSADE

Poacher Yells
Pause the game and press **C, A, Down**. Do poacher yells by pressing the **MODE** button (only on six-button controllers) during the game.
Extra Time
Pause the game and hit **A, C, A, Down**; you'll hear a sound effect.
Extra Easy Difficulty
Press **C, A, Right, B** while paused.
One More Life
Pause the game and hit **C, A, Down, A, Left, Left, A, C** ("Cadaliac")
Level Select
Pause the game and hit **C, Up, B, Right, Up, B, B, A, Down, Up, B, B, A, Down, Up, B**. You'll hear a sound effect. Press **A, B, C** and **START** at the same time to go back to the main menu. You can toggle between the nine chapters using the D-pad.

ECCO THE DOLPHIN

99 Credits
Use Controller 2 and press **Left, Right, START, C, A** at the title screen. If you've done it right, a tone will sound and the words "99 Continues" will appear in the top-left corner of the screen.
Time Trial Snowboarding
Press **C, B, A, Up, Down, Left, Right** and **START** on Controller 2 at the title screen. The word "Special" will appear on the screen option menu. Select this option, and you can choose from a menu of eight different time trial courses.
Snowboard Sequences Only
To race through the avalanche snowboard levels, use Controller 2 at the title screen and press **A, B, C, Down, Up**. The word "Snowboarding" will appear in the upper-left corner. Now, when you start the game, you will go directly to the first snowboard level.
Level Skip
Press **START, C, B, A, Right, Left, Right, Left** on Controller 2 at the title screen. The words "Level Skip" will appear. Start the game as you would normally; when you feel like jumping ahead, press **START** to pause and press **C** to skip to the next level.

ECCO THE DOLPHIN

Training Mode
Press **START** at the title screen. When you see the words "Game Start" and "Config Mode," press **Up, Down, Left** and **Right**. You'll hear a short explosion sound. Next, go to the "Config Mode" menu and you'll find a new difficulty setting, "Training." In the Training mode, you can continue at the point you had reached when you were killed instead of being sent back to the beginning of the stage.
Stage Select/Stage Skip
When you see the words "Game Start" and "Config Mode," press **Up, Down, Left, Right, Right, Up**. You should hear two explosions during this sequence.
When you reach the screen that says "New York—Stage 1," you can press **Right** or **Left** on the D-pad to change your starting level. Once the action starts, you can skip to the end of the current stage simply by pressing **START**. Press **START** in the final stage, and you'll skip to the ending credits.
Screen Garbage
With the stage-select code in place, pressing **A, B** and **C** at the same time will give you a screenful of hexadecimal code that overlays the action.

ECSTATICA

Armor-Piercing Bullets and Datura Quests
If you call up the Cay Noir map and there aren't any APB or Datura quests, just flip between the "Satlink Map" and "Datapoa Info" icons until the "APB Quest" and "Datura Quest" icons appear.
Extra Datura Bullet
If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't be killed with regular bullets. If you hold the **A** button and tap **B**, the game kindly gives you a single Datura bullet with which to kill the bad guy; don't waste it.

EQUINOX

Hidden Video Clip
Play through the game until you reach Act III

Once you've made it to Act III, sit back and intentionally lose the game by letting the Power Box get turned off or by letting Eddie capture the girls. When you lose, the screen goes dim and the "Game Over" video clip starts to play. Quickly press **Left, A, Up, Right** and **A** on Controller 1 before the clip ends. The normal "game over" scene disappears and the hidden clip starts playing. Watch and listen as Lyle the Handyman chews you out, then ad-libs a comment that Digital Pictures wisely chose to bleep out (although you can easily read his lips).

DRAGON'S LAIR

View Every Scene

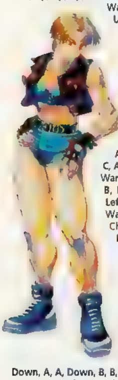
Start a new game and press **START** to pause. Press **Right, Right, Left, Left, Down, Down, Up, Up**, then press **START** again to unpause. You will die, but the "Lives" counter will still say "5," indicating that the cheat is in place. Now you can sit back with a drink and watch as the game plays through every scene by itself.

EARTHWORM JIM SPECIAL EDITION

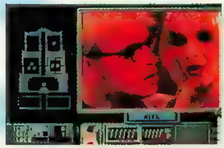
All the Cheats

Each of these cheats can be activated during the game by pressing **START** to pause, then entering the code. Each code consists of exactly eight steps; when two buttons are separated by a plus sign (e.g. "A+B") it means that those two buttons must be pressed at the same time.

Cheat Menu—**A+B, C, C, A, A, B, B, B+C**
Level Skip—**B, B, A, C, A+B, A+B, A+B, A+B**
End Game—**A+C, A+C, A+C, A, B, C, B, A**
Invincibility—**A+B, A+B, C, A, Right, Right, Left, Right**
View Map—**A+B, C, C, C, A, B, B, B**
Extra Life—**A+Up, B, A, C, A, A, C, B**
Extra Life (once only)—**A, B, C, C, A, A, C, B**
Energy Replenish—**A+C, B, B, C, C, C, A, B**
Energy Replenish (once only)—**A, C, B, C, B, A, A, C**
Weapon Replenish—**A+C, A, B, B, C, A, C, C**
Weapon Replenish (once only)—**A, B, C, B, C, A, C, C**
Plasma—**C+Up, A, A, C, A, B, C, C**
Plasma (once only)—**C, A, B, C, A, B, C, C**
Homing Missile—**A+Right, A, A, B, A, C, B, A**
Homing Missile (once only)—**A, A, C, B, A, C, C, C**
Continue—**A+Down, A+Down, A+Left, A+Right, B, C, C, B+C**
Continue (once only)—**A+Right, B+Up, A, C, C, B, C, A**
Groucho Marx—**A, A, A, A, A, A, B, C**
Red Afro—**C, A, A, A, A, A, B, C**
Black Afro—**B, A, A, A, A, A, B, C**
Mick Jagger Lips—**B, B, A, A, A, A, B, C**
Big Sunglasses—**A, B, A, A, A, A, B, C**
Martian Ears—**B, C, A, A, A, A, B, C**
Donkey Kong Head—**Down+C, B, A, A, A, A, B, C**
Warp to "What the Heck?"—**A, Right, A, C, C, Left, Right, A**
Warp to "What the Heck?" (Snowman)—**Right, Right, Right, A, C, Left, Right, B**
Warp to "What the Heck?" (Evil the Cat)—**Up, Down, Right, C, C, Left, Right, B**
Warp to "Big Bruty"—**C, C, C, Left, Left, Left, Right, Right**
Warp to "Down the Tubes"—**Up, Down, Left, Left, Up, Up, Up, Down**



Warp to "Tube Race"—**Up, Up, Left, Left, Down, Left, Up, C**
Warp to "Snot a Problem" Round 1—**C, B, C, Right, Right, Left, A, B**
Warp to "Snot a Problem" Round 2—**Up, B, C, Down, Down, Down, A, C**
Warp to "Snot a Problem" Round 3—**A, Up, C, Up, Up, Down, C, A**
Warp to "Level 5" (Lab)—**A, B, B, Down, Right, Right, Left, Right**
Warp to "Level 5" (Falling Chicken)—**A, B, C, Up, Down, Down, Down, Right**
Warp to "Level 5" (Naked Worm)—**C, A, C, Left, Right, Up, Down, Right**
Warp to "Andy Asteroids?" Round 1—**A, Left, A, C, C, C, B, B**
Warp to "Andy Asteroids?" Round 2—**C, Down, A, A, Down, B, B, Down**
Warp to "Andy Asteroids?" Round 3—**A, Down, Left, A, C, C, A, B**
Warp to "Andy Asteroids?" Round 4—**A, Down, A, A, C, C, A, B**
Warp to "Andy Asteroids?" Round 5—**A, Left, A,**



C, C, Down, Up, A
Warp to "Andy Asteroids?" Round 6—**A, Right, A, A, Right, B, Up, A**
Warp to "For Pete's Sake"—**A, B, C, A, B, A, Down, Right**
Warp to "Intestinal Distress!"—**C, C, A, Right, Left, Right, B, B**
Warp to "Who Turned Out the Light?" Part 1—**A+C, B, Up, Left, Right, Right, Left, Left**
Warp to "Who Turned Out the Light?" Part 2—**A, B, Up, B, Left, Right, C, Up**
Warp to "Who Turned Out the Light?" Part 3—**A, B, C, Up, Left, A, Right, Right**
Warp to "Who Turned Out the Light?" Part 4—**A, C, Up, Left, C, Right, Left, B**
Warp to "Who Turned Out the Light?" Part 5—**C, B, Up, Down, Left, Right, Right, Left**
Warp to "Buttville" (Helicopter)—**B, B, Down, Down, A, Right, Right, Down**
Warp to "Buttville" (Queen)—**A, C, Left, Right, B, Left, Left, Down**
Warp to "Psycrow!"—**C, B, Up, Down, Down, Right, Down, Right**

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

NOTE: You must have a six-button controller to enter the following codes.

Secret Video Scene

After the Deep Water logo appears, watch the screen closely. As soon as the *Eternal Champions* logo starts to appear, quickly press **X, B, Z, A, Y, C, MODE, Up, Right, Left, Down, START**. You must finish entering the code before the words "PRESS START" appear on the screen. If you're fast enough, you'll see a top-secret video scene that shows all of the people who created the game.

Secret Characters

To activate 12 secret characters, play a game in any mode until the "Final Statistics" screen appears after a match. After the words "Press START to Continue" appear on the Statistics screen, enter one or all of the following codes on Controller 2. You'll hear a tone after each code to confirm that you've entered the proper sequence. Once the codes are in place, exit the game and return to the main menu. The next time you return to the character-select screen, the fighters you activated will be on it.

Chin Wo—**B, Z, Up, MODE, Right, C, B, Up, Y, Up.**
Blast—**Z, Left, Y, Up, X, B, MODE, Right, Up**
Thanatos—**MODE, C, Y, A, B, Up, B, B, Y, Z, C**
Yappy—**Y, Y, Up, Down, Z, MODE, Down, Z, Up, Up, X**
Hooter—**X, C, Right, X, B, Right, Z, A, MODE, Up**
Crispy—**MODE, Up, C, Up, MODE, Y, Y, Right, MODE, A, Left**
Slither—**B, Y, Up, Up, C, X, Left, Up, X, Y**
Zuni—**Y, X, Down, B, MODE, Up, X, Up, Up, Left, Z, Up**
Senator—**Right, C, C, Left, MODE, B, Down, X, A, X, MODE**
Eternal Champion—**C, Left, Y, B, MODE, X, Right, C, MODE, Down, Down, Right**
Eternal Champion 2—**X, Z, A, MODE, Down, Left, C, B, Right, Y, Up, MODE, Y, C**
Dark Eternal Champion—**Up, C, B, B, X, Right, Left, C, X, Right, Y, Left, Down**

Cheat Code

Access the "Final Statistics" screen as described above. After the words "Press START to Continue" appear on the screen, press **Y, A, B, B, A, Down, A, B, B, A, Down, Up, Up, Z, Z, Y** on Controller 2; you'll hear a tone to confirm the code. With this code in place, you can enter the following cheats on Controller 1 during a match.

No energy (Player 1)—Press **START** to pause, then press **A, A, A** and unpause
No energy (Player 2)—Press **START** to pause, then press **B, B, B** and unpause
No music—Press **START** to pause, then press **C, C, C** and unpause.
Refill energy (Players 1 and 2)—Press **START** to pause, then press **X, X, X** and unpause
Reduce attack damage (Players 1 and 2)—Press **START** to pause, then press **Y, Y, Y** and unpause.
Refill inner strength (Players 1 and 2)—Press **START** to pause, then press **Z, Z, Z** and unpause.
20% energy (Players 1 and 2)—Press **START** to pause, then press **Left, Left, Left, A** and unpause.
Fight the Eternal Champion in your next battle (Player 1)—Press **START** to pause, then press **Right, Right, Right, A** and unpause.
Fight the Dark Eternal Champion in your next battle (Player 1)—Press **START** to pause, then press **MODE, MODE, MODE, A** and unpause.

Power Combos

To receive ten seconds of unlimited strength, you must perform an unblockable combo which ends with a Special or Skill move and inflicts at least 33% damage.

Cinekills

To activate a Cinekill, you must perform a Power Combo in the final round of a match which makes your opponent dizzy and leaves him or her with 20% health or less.

FIFA INTERNATIONAL SOCCER

Super Cheats

Each of these codes works at the Game Options menu at the start of the game. The cheats will appear as menu items on the Game Options screen.

• *Invisible Walls:* Press **C** three times, **B, A** three times, **B**. Now the ball bounces back onto the field if kicked over a line.
• *Curve Ball:* Press **B, A, C, B, C** twice. Any ball you kick into the air can be curved to an insane degree with the control pad.
• *Crazy Ball:* Press **C, A, B, C** twice, **B, A, C**. The ball's physics are changed so that it bounces in some extremely bizarre ways.
• *Dream Team:* Press **A** twice, **B** twice, **C** twice, **A** twice. Your team is transformed into an unbeatable menace by turning up all of the players' attributes.
• *Super Power:* Press **B, A, B** eight times. Your players gain 25% more kicking power on kicks, passes and shots.
• *Super Goalie:* Press **A** five times, **B** five times. Your goalie now becomes godlike in speed and ability.
• *Super Offense:* Press **A** five times, **B, C**. Your team's offensive skills are improved measurably
• *Super Defense:* Press **B** five times, **C, B**. Your team's defensive skills are magically increased

FINAL FIGHT CD

Rapid-Fire Mode

Highlight the word "EXIT" at the bottom of the option menu. Next, press and hold **A, B** and **Right**, and press **START** while you're holding those three buttons down. Begin the game, and you'll find that all of your action buttons have been equipped with rapid fire—even on a standard controller—to attack your enemies with superfast punches and throws.

JURASSIC PARK

Stage Select/Video Debug

You must have at least one egg placed in the incubator located in Wu's office at the Jurassic Park Visitors' Center. Once the egg is in place, save the game and exit the computer room. Now press the **START** button on Controller 2 and hold it down until the "Node Jumper" menu appears, allowing you to jump to any part of the game. Use Controller 1 to choose any stage or press **START** to access a second menu called "JP-CD Video Sequences." It allows you to view all of *Jurassic*'s video sequences, including the Transition Videos, the Dr. Bakker videos and the Video Mail Messages.

KEIO FLYING SQUADRON

Secret Game

At the "Start Game/Option" screen, press **Left, Left, Right, Right, Down, Up, Down, Up**. A hidden "Super Catch Game" will appear when you start a game

Stage Select

Enter the code **Right, Left, Right, Left, Down, Up, Down, Up, Right, Right, Right, Right**. A stage select number will appear at the top of the screen if you did the code correctly. Choose from level 1 to 7

LOADSTAR: THE LEGEND OF TULLY BODINE

Mort-Pong

When Mort appears on-screen, pause the game and enter the code **C, A, Left, Left, A, C, A, Left, Left, A**. Unpause the game and Mort will dance around the screen like a game of *Pong*. Control your paddle by pressing **Up** or **Down** on the D-pad

[illegible]

Secret Epilogue

If you defeated Zophar and thought the game was over, you're forgetting that Working Designs games "go to 11!" After the credits roll and the system reboots, check your saved game slots, you should find a new saved game called "Epilogue". Access this slot just as you would load any other saved game and you'll continue *Eternal Blue* with another four to six hours of gameplay. Once you've finished the epilogue, that's when the game's really over...but let the words "The End" stay on the screen for two or three minutes to hear outtakes from the voice actors' recording sessions.

MAKE YOUR OWN MUSIC VIDEO: MARKY MARK AND THE FUNKY BUNCH
MAKE YOUR OWN MUSIC VIDEO: C+C MUSIC FACTORY
MAKE YOUR OWN MUSIC VIDEO: KRIS KROSS

Hidden Scenes

At the "U-Direct" menu of each of these discs, press **A, B, C, Right** to watch brief clips of behind-the-scenes footage in full-motion video; each game has a different outtake. During any of this Easter egg footage, press **START** to watch another hidden FMV sequence, the "Annals of Digital Pictures."

MICKEY MANIA

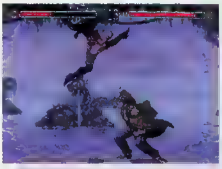
Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Take That." Now highlight the EXIT option and hold the D-pad to the **Left** for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game

MIGHTY MORPHIN POWER RANGERS

Stage Skip

At the difficulty/start screen, press **B, A, C, C, A, B, A**. Start the game; whenever you see a life gauge appear in the corner at the start of a combat sequence, just press the **START** button to skip to the next area.



MORTAL KOMBAT

DULLARD Code

At the Start/Options menu, press **Down, Up, Left, Left, A, Right, Down.** A new menu selection will appear called "Cheat Enabled." Most of the cheats are the same as on the Genesis version, but some of the names have been changed.

• *P1WIN/P2WIN* (a.k.a. *FLAG0/FLAG1*): Player 1 and/or Player 2 starts each round in "Danger" mode—one hit and you're dead!
• *MOON* (a.k.a. *FLAG2*): Guarantees a silhouette in front of the moon on the Pit stage
• *DADS* (formerly *FLAG3*): Changes the fighters' names to those of a British TV sitcom called *Dad's Army*.
• *GREEN* (a.k.a. *FLAG4*): Gives you Reptile hints before every battle.
• *LIVES* (a.k.a *FLAG5*): Gives you infinite credits.
• *FLAG6* (same as Genesis): The computer does fatalities.
• *TURBO* (Formerly *FLAG7*): Lets you play the game in Turbo mode

NIGHT TRAP

Access Code Changes

If you're having trouble keeping up with the color-code changes, here's a list of where and when the changes are announced. These are the exact moments when the new codes are revealed, so be sure to check in a few seconds earlier so you can hear the code changes in time

05:40—Entry Way (Listen for the new access code, but don't change the color until after you've captured the creature at 5:54 in the Living Room)
09:00—Living Room
13:37—Entry Way
14:15—Living Room

Trap Tip

There are several places in the game where the trap meter goes into the red but you're *not* supposed to trap the person who's standing over the trap. Most notably, this occurs at 15:31 in Hall 1 (that's not an Auger, that's Crazy Eddie dressed up as an Aug) and at 21:03 in Hall 2 (never trap a fellow SCAT team member.)

Hidden Footage

Watch the credits at the end of the game. When the words "In Memory of Stephen D. Hassenfeld" appear on the screen, press **Up, A, A, A, A, A**. You'll be shown some footage that was shot in Pawtucket in December of 1986 when Digital Pictures first demonstrated a prototype of the NEMO game system for a group of Hasbro executives.

[illegible]

Scene Select

At the title screen, press **Right, Right, Down, Up, Left, Right, Up, Up, Left, Down** to enter the Scene Select option. Try various numbers to start at different stages or see different scenes.

[illegible]

Stage Select
At the title screen, press **B**, **Right**, **A**, **Down**, **Right**, **Up**, **B**, **Left**, **A**, **Up**, **Right**, **A**, **Up** (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info" and "Options." Press **Up** or **Down** on the D-Pad to switch levels. Start the music.
Nine Lives
At the title screen, press **Right**, **A**, **Down**, **B**, **Right**, **A**, **B**, **Up**, **Down**.
99 Weapons Power Up
At the title screen, press **Right**, **A**, **Down**, **B**, **Right**, **A**, **B**, **Up**, **Down**
Go to the ABC Simon Game
At the title screen, press **B**, **A**, **Down**, **C**, **Right**, **A**, **B** (BAD CRAB)
Direct to 2600 Pitfall!
At the title screen, press **Down**, then press **A** 26 times and press **Down** again

[illegible]

Hidden Video Scenes
For a three-minute hidden scene in color, press and hold **A**, **B**, **C** and **Right** at the Options menu. You must press the buttons in that order and continue to hold each button down until the hidden sequence begins.

[illegible]

Stage Select
At the title screen, press **A**, **C**, **Down**, **Right**, **Up**, **B** on Controller 2

[illegible]

Stage Passwords

Easy:	Medium:	Hard:
BOSSK	BOTHAN	BORDOK
ENGRET	HERGLIC	SKYNX
RALRRA	LEENA	DEFEL
FRIJA	THRAWN	JEDGAR
LAFRA	LWYLL	MADINE
DERLIN	MAZZIC	TARKIN
MOLTOK	JULPA	MOTHMA
MORAG	MORRT	GLAYYD
TANTISS	MUFTAK	OTTEGA
OSWAFL	RASKAR	RIFHII
KLAATU	JHOFF	IZRINA
RENEZ	ITHOR	KARRDE
ANNA	UMWAK	VONZEL
PAKKA	ORLOK	OSSUS
NORVAL	NKLON	MALANI

Cheat Mode
As the LucasArts logo is spinning onto the screen at the beginning of the game, press **Up+A**, **Down+A**, **Up+A**, **Up+A**, **Left+A**, **Right+A**. Repeat the code until you hear a beeping and a chorus of voices droning, "LucasArts!" With this cheat code in place, you can skip to the next stage at any time during the game by pressing **C**. Also, the option menu that appears when you pause the game will have two new options, "Restore Health" and "Remove Health." Highlight "Restore Health" and press **A** to refill your energy meter at any time.

[illegible]

Stage Select
During the introduction sequence, press **Down**, **Down**, **Up**, **Up**, **Right**, **Left**, **Right**, **Left**, **A**, **B**, **START** (There will be no signal to indicate that this cheat is in place, so enter the code carefully.) Start the game, and you'll find a stage-select option on the title screen. Pick a stage and press **A** to start there; pick a number higher than 12 to see the game's animated intermissions
Shield Recharge
Also during the introduction sequence, press **Right**, **Left**, **A**, **Right**, **Up**, **C**, **B**, **Down**, **Left**, **B**, **A**, **Up**, **START**. Now you can max out your shields at any time during the game by pressing **A** on Controller 2
Voice Test
At the title screen, highlight "Option." Press and hold buttons **A**, **B** and **C** on Controller 2 and press **START** on Controller 1. The option menu now includes a "Voice Test" where the "Sound Test" option used to be. Press **Left** or **Right** on Controller 1 to choose a sound, then press **A**, **B** or **C** to play it. You can also change the playback rate of each sample by pressing **Left** or **Right** on Controller 2; this alters the speed and pitch of the sound
Infinite Continues
When you're down to your last continue, leave the cursor on the words "Continue 01" and wait for the game to go back to the introduction. When the demo sequence begins, press **Right**, **Up**, **A**, **B**, **C**, **Left**, **Left**, **Down**, **C**, **A**, **START**. You'll find that the number of continues shown on the title screen has been boosted to ten. Whenever you get down to your last continue, just perform the trick again for another ten chances
Mania Mode
During the intro sequence, press **B**, **B**, **A**, **C**, **Up**, **Left**, **Right**, **Down**, **C**, **Up**, **A** on Controller 2, then press **START** on Controller 1. You'll know the cheat is in place if your score reads "00001" when you start the game. You're now in "Mania Mode," a difficulty setting that's even tougher than the "Hard Rank" on the opt on screen

[illegible]

Super Slam vs. Fingers
Play against Fingers. Before he rebounds the ball to you, enter the code **B**, **A**, **Left**, **Left** ("BALL"). Now you can super-slam without hitting the "sweet spot."

[illegible]

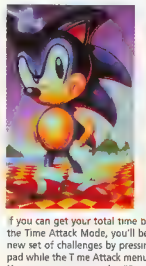
Secret I.D. Files
Enter the computer room at Junker HQ, and select "USE JORDAN." Now select "LOAD I.D. FILE" and enter any of the following names to read data profiles of most of the folks at Konami who worked on the game in the U.S. and Japan: ADACHI, CHRIST.AN, FUJIO, FURUKAWA, HARUKI, HAYASAKA, IMAI, INAMURA, INOUE, JEREMY, JONATHAN, KASAI, KATHLEEN, KATHY, KEVIN, KIMBERLEY, KIRITA, KOJIMA, KUSHIBUCHI, MARK, MARLYSE, MATSUHANA, MICHAEL, MIKE, MORI, MURAOKA, NAKAMURA, NOSE, OOTA, OTANI, PETER, SAITOU, SASAKI, SHINOHARA, TOGO, XYLA.
Secret VideoPhone Numbers
To contact some of the above people in the game, select "USE METAL GEAR" and choose the "VIDEOPHONE" option; Konami staffers can be reached at the following unlisted numbers:
33-3333—Mr. Kushibuchi
34-5678—Miss Hayasaka
41-6766—Jeremy Blaustein
44-3723—Mr. Inamura
44-6454—Mr. Togo
79-6641—Mr. Sasaki
84-6736—Mr. Nakamura
These numbers are just for fun and don't affect the outcome of the game. Try entering certain numbers several times to get different answers.

[illegible]

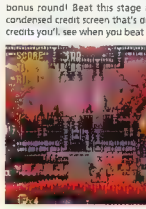
Cheat Mode
Press **A**, **B**, **C**, **A**, **B**, **C**, **B**, **C**, **B**, **A** at the title screen, you'll hear a buzzing sound to confirm the code. Now enter the "Config Mode" and you'll find extra menu items that allow you to select a starting level and set the game's difficulty
99 Ships
Choose the "Mode" option and change the difficulty to "Easy," then press **Right** four times. The indicator will read "MY99", indicating that you'll have 99 ships in reserve when you start the game
Invincibility
After entering the above code, select "MY99", hold the **A** button and press **Right** eight times. The word "MUTEKI" will appear. Continue to hold the **A** button down while exiting the configuration menu, and you'll be invincible throughout the game. (If you release the button before you exit, the Mode setting will change back to "MY99.")
Level Skip
With the above codes in place, you can skip to the end of any stage by pressing **A+B+C** simultaneously during the game.

[illegible]

Stage Select
Enter the following code while the words "PRESS START" are flashing on the title screen. **Up**, **Down**, **Down**, **Left**, **Right**, **B**. You'll be sent to a "Stage Select" menu with full access to nearly all of the game's levels, including the "past," "present" and both "future" versions of each stage. You can't start a game from any stage with this trick—since you'll be sent back to the game's title screen as soon as you clear a stage—but you can use it to see the whole game and check out a few of the demo scenes
Title-Screen Tricks
While the words "PRESS START" are flashing on the screen, hold the **A** button and press **Up**, **Down**, **Down**, **Down**, **Down**, **Up**. Now grab Controller 2 and start pressing the buttons to see what happens. Hold **Left** to zoom out, **Right** to zoom in, **Up** to tilt the horizon toward you and **Down** to tilt the horizon away from you. You can also press **A** or **C** to rotate the clouds clockwise or counterclockwise, respectively, holding the **B** button speeds up the movement.
Secret Demo Mode
Play the Time Attack Mode until your total time is less than 37'27"57. When you achieve this goal, go back to the title screen—you'll find a new selection on the menu called "D.A. GARDEN." It's a visual sound test—you can move the globe around the screen with the D-pad as the game's characters fly across the foreground. Press **A** to choose a tune to listen to, press **B** to change the direction of the globe's rotation (hold **B** to make it spin faster) or hold **C** to zoom in. Release **C** and hold it again to zoom out.



Bonus Round Time Attack
If you can get your total time below 30'21"05 in the Time Attack Mode, you'll be able to access a new set of challenges by pressing **Left** on the D-pad while the Time Attack menu is on the screen. Now you can race in the "Special Zone" bonus rounds
Visual Mode
The most difficult Time Attack trick of all requires you to get your total time below **25'46"12**. Once you've cut your time down this far, you'll find a "VISUAL MODE" option on the title-screen menu—it allows you to watch the game's opening sequence, both the "bad" and "good" endings and a unique "Pencil Test" demo.
Sound/Music Test
Press **Down**, **Down**, **Down**, **Left**, **Right**, **A** while the title screen is flashing the words "PRESS START." You'll move to a hidden Sound Test menu, with options for listening to sound effects ("FM"), digitized samples ("PCM") or digital audio tracks straight from the CD ("DA")
Secret Bonus Round
Using the Sound Test as described above, set all three menu items at "07" and press the **START** button. A message will appear that says "WELCOME TO SECRET SPECIAL STAGE," a special bonus round! Beat this stage and you'll get a condensed credit screen that's different from the credits you'll see when you beat the game



Strange Message
Set up the numbers in the Sound Test as follows: **FM No. 46, PCM No. 12, DA No. 25**. Press **START**, this gives you a weird screen with an evil-looking Sonic behind a message in Japanese
Sonic the Human Hedgehog?
Using the Sound Test, enter the following numbers: **FM No. 42, PCM No. 04, DA No. 21**. Press **START** and you'll get an eerie graphic of a half-human Sonic.

[illegible]

Stage Select
Go to the Start Game/Difficulty menu and highlight the word "Normal." Next, press **A** to cycle through the different difficulty settings and hold the **A** button down when you get back to the Normal setting. While holding **A**, press and hold **C** and **START**; then, while continuing to hold those three buttons—with the word "Normal" still on the screen—press **Up** on the D-pad. You'll hear a chime to indicate that you've skipped a stage; continue to press **Up** to skip as many stages as you wish. (Two chimes will start you at the third stage, three chimes will start you at the fourth stage and so on.) Next, choose "Start Game" to play the selected stage

[illegible]

Extra Weapons, Bombs, Lives
Hold the D-pad to the **Right** at the Start Game/Options screen, then press **B**, **C**, **B**, **B**. Release the D-pad and the cursor will change from an arrow into a square. Press **START** and you'll find the secret menu that allows you to load up on guns, lives and bombs!
Level Select
First enter the code shown above. Once you're at the secret options menu, hold the D-pad **Left** and press **B**, **C**, **B**. Release the D-pad and the cursor will change from an arrow to a square. Go down to "Run Game" and press **A** to find the Level Select
Infinite Shields
Go to the Level Select screen by entering the codes shown above. Once you're there, hold the **B** button and press **Left**, **Right**, **Right**, **Left** on the D-pad. The cursor will change from an arrow to a square. When you start the game, you'll have infinite shields.
Full-Motion Video Scene Select
At the "Options" menu, hold the **C** button, push **Right**, **Left** and release **C**. You'll see the flashing triangle cursor change into a square. Next, choose the "Sound Test" option and you'll find a new menu item called "Cinema Sequences." The menu contains all of the video sequences in the game

[illegible]

Save Anywhere
If you're in an area where the "Save" option is not available, you can still save your game. Call up the menu and highlight the "STATUS" option. Hold the **START** button and point the D-pad diagonally in the **Down**/**Left** position. When the cursor jumps down to the previously unavailable "SAVE" option, *quickly* press the **A** button for the save menu

[illegible]

Super Cheat Code
At the title screen, hold **Down**, **A** and **C** on Controller 1 and hold **Left** and **B** on Controller 2, you'll hear a magical sound. Start the game and you'll be able to do all kinds of cool tricks with Controller 2. The **A** button on Controller 2 will refill your energy at any time. Pressing **B** on Controller 2 gives you a Sketch power-up and a Pencil power-up at the same time, press **B** repeatedly to fill your book with tons of sketches. If you hold the **C** button on Controller 2, you can use the D-pad to move Woody around the screen, through enemies and obstacles; place him anywhere you like and release **C** to start there. Pressing **START** on Controller 2 brings up a full stage-select menu

[illegible]

Hidden Zones
The entrance to the Underground is hidden in Bunny Hop Meadow, Zone 2. Walk right from the first Restart Flag to the gray patch of ground. Spin dig through the patch and walk right until the ground shifts to the left. Walk left and spin dig through the second patch to enter the Underground. The entrance to the Moon Mines is hidden in Looney Moon, Zone 2. Play through the zone and collect the Smiley symbol to make all the hidden blocks appear, then keep going until you reach a dark patch in the ground. Spin dig through the patch and walk right to find a "wall" of two blocks. Shoot the blocks, get a running start and slide through the tunnel, then walk onto the yellow ledge to drop into the Mines.
Two Hidden 1-Ups
There are two hidden 1-ups in the Scrapyard, Zone 1. After you run up the hill and under the bouncing tires, jump onto the mattress and bounce down and right onto the blocks between the spikes. Shoot the blocks to drop to the ground. Now turn left and shoot the wall. It slides back to reveal two 1-ups.

[illegible]

Player vs. Same Player
In a one-player game, select "Player" on the "Opponent Chosen By" screen. When choosing your character, hold **Left** and press **C**. When you hear the signal that the wrestler has been chosen and the gold "Player" medallion appears by his name, press **Down** on the D-pad. A duplicate of the first character will appear, allowing you the option of picking the same wrest er to be your opponent.

The Hardware You Gotta Have!!

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Win all these Video Game Systems, Plus $1,000.00 worth of games, you choose, as a bonus option!

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What happens next? There will be four more puzzles at $2.00 each and one much tougher tie-breaker at only $1.00, all of which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the Grand Prize they are playing for.

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the middle. Hint: use the Mystery Word Clue.

MYSTERY WORD FIND

WORD LIST

RANGE	MAJOR	INVADER	SIT
ASK	INDIANA	TOWER	DREAM
MUTANTS	EAT	SET	TURBO
CHASE	~~FRONT~~	~~APE~~	~~CRAWLER~~
PET	~~QUEST~~	WINGS	FLINT
ARC	ANT	RUNNING	ART

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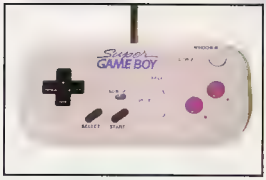
Game Boy

Quite a Popular Boy

Developed by Nintendo in cooperation with Hori—a well-known Japanese video-game peripheral manufacturer—the Super Game Boy allows Super NES owners to play Game Boy titles on a standard TV, usually in color or with other special features.



Hori offered this special Super Game Boy controller for a limited time. In addition to simplifying the button configuration for hardcore Game Boy fans, the controller also offered a true slow-motion feature that could actually slow the Super Game Boy's clock speed, making gameplay easier.

Arguably the most popular video game console of all time, Nintendo's 8-bit Game Boy is a success story that defies all of the established conventions of game system longevity. New games are still being released at a steady pace in 1998, nearly ten years after the machine was introduced! Its popularity can be attributed to several factors. First—and this is its most commonly overlooked feature—the sucker can go for a LONG time on a single set of batteries! In fact, the original model can perform even better in this regard if you open it up and disconnect the red "Battery" indicator LED. (Don't try this if you don't want to void your warranty.) Second, Nintendo's "Play It Loud" series of red, green, yellow, black and transparent Game Boys effectively transformed Game Boy ownership into a statement of fashion.

Finally, there was *Tetris*. It's impossible to underestimate the importance of this game in the grand scheme of selling the Game Boy to players of all ages and both sexes. Do you remember the first time you played it? We'll bet you went to bed that night and saw imaginary *Tetris* pieces falling through the air when you closed your eyes; it happens to everybody! What most people don't know about the Game Boy version of *Tetris* is that Mario and Luigi appear in the game—but only if you play in two-player mode with the Link cable. If any of the game systems covered in this magazine has a chance to live forever, this is the one.

Left: The smaller Game Boy Pocket appeared in 1996 with a sharper screen and another set of custom colors.

Right: In Japan, many unusual Game Boy Pocket color styles are available in strictly limited editions; this "Model F" Game Boy Pocket was only available in a special offer from *Famitsu*, a Japanese game magazine.

ADVENTURE ISLAND
Stage Select
At the title screen, after Higgins gets hit by the coconut, press **Right, Left, Right, Left, A, B, A, B** to access a "World Select Mode" menu..
Power Ups
At the title screen, enter **0894** as your password and select OK. You will have 99 of each item

BATTLE ARENA TOSHINDEN
Text Debug Mode
When the Takara logo appears at the start of the game, press **B, A, Left, Right, B, A, Down, Up, B, A**. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game
Boss Code
After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press **Up, Down, A, B, Right, Left, A, B**. You'll hear a signal to confirm the code, now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Ga a II..

BIONIC COMMANDO
Re-equip
To return to the skies to re-equip, hold **START**, then press **A** and **B** simultaneously.
Password to Final Boss
●—B1, E1, F1, F2, C3, F3, A4, D4, E4
▲—A2, D2, A3, E3, B4, F4
■—A1, C1, D1, B2, E2, B3

BLADES OF STEEL
Sound Test
At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START**

BOOMER'S ADVENTURE IN ASMIK WORLD
Stage Select
Enter the password ANCIENT to access a stage-select menu.

BOXXLE
Passwords
Level 1, Room 10—B ◆ X W
Level 2, Room 10—D ◆ X X
Level 3, Room 10—G ◆ X Y
Level 4, Room 10—H ◆ X Z
Level 5, Room 10—J ◆ X !
Level 6, Room 10—K ◆ X ?
Level 7, Room 10—L ◆ X 0
Level 8, Room 10—M ◆ X 1
Level 9, Room 10—N ◆ X 2
Level 10, Room 10—P ◆ X 3
Level 11, Room 8—Q ◆ X T
See the Credits
At the title screen, hold **Up + A + B** until the names appear

BOXXLE II
Password
Fifth Floor—0 K 8 4

BUBBLE BOBBLE
Password
Round 100—K Z 5 J

BUBBLE BOBBLE PART 2
Stage Select
Enter ▶ 5 ▶ V as your password, then press the **START** button. A stage-select menu will appear on the title screen.

CASTLEVANIA II
Special Passwords
Start with Nine Lives—Candle, Candle, Heart, Heart
Sound Test—Heart, Heart, Heart, Heart

CHASE H.Q.
Stage Select
At the title screen, hold **Down, A** and **B** and press **START**. Use the **A** and **B** buttons to change your starting stage.

CONTRA FORCE
Power-Up Codes
Perform each of the following cheats at the "Tonight's Match-Up" screen
Shot Percentage display: Press **Down, B, Up, Up** and **Down**
Powerup 3-Pointers: Press **Down, Up, Up, Down, Left, Right, Left**

CONTRA: THE ALIEN WARS
Stage Skip
Enter the password H2F2, then start the game. When you want to skip a stage, press **START**, instead of activating the "pause" feature, you'll be warped to the next stage.

DONKEY KONG LAND II
47 Kremcoins
At the "Select Game" screen, highlight a saved game file, hold **Left** or **Right** on the D-pad and press **A, B, A, B, A, B** repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Kubba and enter the Lost World from any Kiosk

FLEMING ACTION
Bonus
When you open the doors marked with a "?" and leave, you end up with an item that appears to have been randomly chosen. The item you receive is determined by the hundreds digit of your score. Below is a list of what your prize will be if you enter a Question Mark Door
Digit 0 or 1: Shotgun
Digit 2 or 3: Machine Gun
Digit 4 or 5: Pistol
Digit 6 or 7: Grenade
Digit 8 or 9: Heart

FINAL FANTASY
Extra Sounds
Select the Continue option at the title screen. Highlight any saved files past level 57. Press **B** to return to the title screen. Hold **SELECT, B** and **START** to access a Sound Test menu.

FINAL FANTASY LEGEND II
Sound Test
At the title screen, press **SELECT, B** and **START** at the same time.

FIST OF THE NORTH STAR
Password
Last Stage—X K P 7 2 Q N V H R J G U 5

GAME & WATCH GALLERY

Reset Cartridge Memory

At the title screen, don't press **Up, Up, Down, Down, Left, Left, Right, Right**. If you do, you'll lose all of your high scores and saved milestones.

THE JUNGLE BOOK

Cheat Menu

Press **SELECT** to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top secret cheat menu will appear.

JURASSIC PARK

Stage Skip

When the title screen fades and the T-Rex opens his mouth, press **Up, Down, Left, Up, Down, Right** and **SELECT**. Repeat the whole sequence again, then press **START** to begin. Anytime during the game, hold **START**, then press **SELECT** to skip to the next stage.

KILLER INSTINCT

Boss Code

Choose any character, then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT, START, B, A**.

THE KING OF FIGHTERS '95

Secret Codes

When the Takara logo appears at the beginning of the game, press the **SELECT**button repeatedly for different effects as follows

- Press **SELECT** three times to access two hidden characters, Saisyu and Rugal.
- Press **SELECT** 20 times for one additional hidden character, Nakoruru.
- If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
- If you hold **A + B** and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

KIRBY'S DREAM LAND

Hidden 1-Ups

Stage Three: At the second section of this stage, you'll find a path that ends with a pile of Star Boxes. Inhale the boxes at the bottom of the pile to see a small doorway. Enter to find a secret passage with a 1-Up at the end. Later in Stage Three, you'll take on some weird creatures. There's a hole at the base of one of the masts. Take out a Star Box to clear your way to the hole. Climb in to collect Pep Brew and a 1-Up in the hidden chamber.

Stage Four: You will run into a maze of clouds halfway through this stage. When you arrive at a narrow passage in the clouds, on the left side is a pond. Go to the end and press **Up** on the D-pad to enter a hidden passage and drop into a secret area. Use a Mint Leaf to fly through this stage and pick up Power-Ups along the way. At the end of Stage Four, you'll fly up to a floating palace where you meet Kracko again. Instead of entering the palace, you can get to Kracko by another route and earn special items. Touch the Moon and warp to a special area filled with stars and clouds. You'll find a 1-Up and a Magic Food Bag as you fall.

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

Stage Skip

At any time during the game, press **START** to pause, then quickly press **B, A, A, B, A, A**. You'll immediately skip to the next stage.

MEGA MAN IN DR. WILY'S REVENGE

Passwords

Cut Man defeated—A1, B3, C4, D3, D4
Elec Man defeated—A2, A4, B3, D1, D2
Ice Man defeated—A1, A2, B2, B3, D4
Fire Man defeated—A1, B1, B2, C4, D2
Fire Man and Cut Man defeated—A2, B2, C3, D1, D3
Fire Man, Cut Man and Elec Man defeated—A3, B2, B3, B4, C4
Dr. Wily's Castle—A2, A3, B4, C2, C3

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words **"THE END"** to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words **"ENTER YOUR INITIALS"** appear on the screen. Next, input your initials and press **A**. When the the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

NBA JAM

Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Juice Mode—Tap any button 14 times, then hold **A** and **B** until the tip-off.

Power-Up Dunks—Tap any button ten times, then hold **Down** and **A** until the tip-off.

Power-Up Fire—Tap any button seven times, then hold **Down** and **Left** on the D-pad until the tip-off.

Power-Up Turbo—Tap any button 15 times, then hold **Up** and **B** until the tip-off.

Secret Characters

Jamie Rivett: Enter the initials RJ, highlight the letter F, press **Up, A** and **B** to enter the last letter.

Sal DiVita: Enter the initials SD, highlight the letter T, press **Down** and **B** to enter the last letter.

Mark Turmell: Enter the initials MI, highlight the letter M, press **Left** and **B** to enter the last letter.

Air Dog: Enter the initials JA, highlight the letter T, press **Up** and **B** to enter the letter M.

Chow Chow: Enter the initials AM, highlight the letter Q, press **Down, A** and **B** to enter the letter X.

Weasel: Enter the initials MA, highlight the letter J, press **Up, START, A** and **B** to enter the letter N.

NBA JAM TOURNAMENT EDITION

Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Quick Hands—**Left, Left, Left, Left, A, Right**
High Shots—**Up, Down, Up, Down, Right, Up, A, A, A, Down**
Slippery Court—**A, A, A, A, A, Right, Right, Right, Right, Right**
Display Shot Percentage—**Up, Up, Down, Down, B**
Power-Up 3-Pointers—**Up, Down, Left, Right, Left, Down, Up**
Power-Up Goaltending—**Right, Up, Down, Right, Down, Up**
Power-Up Dunks—**Left, Right, A, B, B, A**
Power-Up Fire—**Down, Right, Right, B, A, Left**
Max Power—**Right, Right, Left, Right, B, B, Right**
Powerup Offense—**A, B, Up, A, B, Up, Down**
Powerup Push—**Down, Right, A, B, A, Right, Down**
Powerup Turbo—**B, B, B, A, Down, Down, Up, Left**
Powerup Speed—**Up** four times, **Left** four times, **B, A**

NINJA BOY

Continue

You can continue from the last stage you were on by hold the **A** button and pressing **START**.

OPERATION C

Start With Ten Men

After the title screen appears, press **Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, A, B, START**.

Stage Select

After the title screen appears, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START**.

POCAHONTAS

Passwords

Stage 2—K P G X H 4 T 8
Stage 3—C M Q Z B 6 R 1
Stage 4—J W D L F 7 K 5
Stage 5—T G N D X 3 V 9
Stage 6—H F 5 B D 2 M 6
Stage 7—Q Z J R L 1 W 4
Stage 8—B P X C V 7 Z 3
Colors of the Wind—S D L F T 8 G 2
Stage 9—R W H J X 9 Z 5

Stage 10—M V N G B 4 C 6
Stage 11—K C Q T D 3 W 1
Stage 12—T B P R G 5 H 8
Stage 13—Q F C M X 2 B 9
Stage 14—V D H K 5 6 L 7
Stage 15—8 N J H Z 1 R 9

QUBERT

Hidden Move

At the title screen, press **Right, Up, B, A, Down, Up, B, Down, Up, B**.

RAGING FIGHTER

Character vs. Same Character

Each of the following codes should be entered at the title screen:

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, B** to play against the same character (same color) in a one-player game.

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to play against the same character (alternate color) in a one-player game.

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, B** to play against the same character (same color) in a two-player game.

Press **Up, Up, Down, Down, Left, Right, Left, Right, A, B** to play against the same character (alternate color) in a two-player game.

SAMURAI SHODOWN

Secret Characters

To get three secret characters, press the **SELECT** button three times while Hashmaru is shown in the opening demo.

SNOW BROS. JR

Invincibility

When the title screen appears, hold **Left, Down, A** and **B** simultaneously. Press **START** to become invincible.

Bonus Bowl

Take out all the enemies on the screen with one Snowball and earn 500 points for each bill you collect.

Select Stage

At the title screen, hold **Up, SELECT** and **B**, then press **START**. Choose any stage and press **START** to play.

STAR TREK

Shortcut Through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left** to take a shortcut through hyperspace. You can only use this trick once in each level.

Passwords

Planet Neural—0 5 2 3 . 4
Planet Kalandra—1 0 3 1 . 5
Planet Triskelion—2 3 0 7 . 6
Pallas XI System—3 1 1 2 . 7
M-24 Alpha System—7 1 5 6 . 3

SUPER MARIO LAND 2—6 GOLDEN COINS

Play Demo Stages

Gate Zone: Hold **Up** and press **SELECT** at the title screen.
Space Zone: Hold **Up** and **A** and press **SELECT** at the title screen.
Turtle Zone: Hold **Up** and **B** and press **SELECT** at the title screen.
Macro Zone: Hold **Up, A** and **B** and press **SELECT** at the title screen.

Easy Mode

If you are having trouble in a particular area, reset your game. When you enter the pipe room at the beginning of the game press **SELECT**. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies that will be chasing you. Once you have completed the difficult level, reset again to enter the normal mode of the game. When you restart your game you will begin on the next level.

TETRIS

Start at Higher Levels

Hold **Down** on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

TETRIS ATTACK

Special Hard Mode

Choose "1P" from the main menu and select a "Vs. Com" game. Choose "New Game" at the next menu, then—when the difficulty select screen appears—hold **Up + SELECT** and press **A**. Now you're playing in "Special Hard" mode.

Extra Puzzle Mode

Choose the "Password" option in Puzzle Mode and enter the password **J 0 I J 0 0 6 0** (those are zeroes, not the letter "O".) Now you're playing against a new set of creatures in "Extra Puzzle" mode.

Special Super Game Boy Borders

If you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the title screen as follows:

Forest scene with Yoshi—Hold **Down** and press **A**
Caves and tower—Hold **Left** and press **A**
Tree scene—Hold **Up** and press **A**
Crazy cubes—Hold **Down** and press **START**
Cloud scene—Hold **Left** and press **START**
Moon with frame—Hold **Up** and press **START**

TETRIS BLAST

"Fight 2" Mode

At the title screen, press **B** five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.

Level Passwords

Stage 2—Z F F F J J J F
Stage 3—B / M M L L K B
Stage 4—X 5 D D G G D M
Stage 5—K C W G L L H K
Stage 6—V G . L J J D M
Stage 7—K . T D G G M F
Stage 8—X Z 5 C D D K K
Stage 9—D F M Y L L D D
Stage 10—Y G C P D D H L
Stage 11—G V M Y L L C J
Stage 12—W / J V D D G K
Stage 13—C J X T B B C F
Stage 14—I L . Y L B X G
Stage 15—L X W T B M M B
Stage 16—V S R P D C C H
Stage 17—K B C D T F D F
Stage 18—X D F G Y K J F
Stage 19—F ! C D T F C M
Stage 20—T T G H P M J B
Stage 21—D B V G Y K G D
Stage 22—. J R C R C K B
Stage 23—C Y / B P M H F

TRACK & FIELD

U.F.O.

In the Hammer Throw event, release the hammer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a spaceship will come down.

Frog

If you land a couple of yards short of the pit at the Triple Jump, a frog will come out of the hole in the runway.

Hoverers

In Archery, if your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, hoverers will grow out of the ground.

TRACK MEET

Cheat Passwords

Choose "NEW GAME" at the main menu and enter your name as follows:

- Enter the name SNAKE to compete against Irwin B. Cheetin.
- Enter REGRUB and you'll face off against Jack Strop.
- Enter the name APPLE to change some of the signs in the background to Apple II logos.

WARIO BLAST

One-Player Game

To play as Wario enter the password **2264**. To play Bomberman enter the password **4622**. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats

Pause the game and press **SELECT** 15 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WORLD HEROES 2 JET

Boss Code

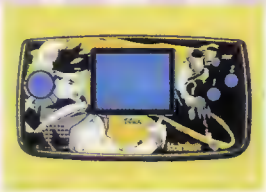
When the Takara logo appears, press **Right, Left, A, B,** and **Up**. Now you can play as the boss.

"Jet" Code

At the title screen, press **Up, Up, SELECT, A, Down, Down, SELECT, B**. Now the gameplay is twice as fast.

Game Gear

Little Dynamo



Several variations of the basic black Game Gear have been released in Japan and the U.S.; blue, white and yellow models have appeared in limited quantities. In 1996, the system was renamed the Kid's Gear in Japan and has since been sold with these cool *Virtua Fighter* graphics on the shell.

Innovation Technologies of Connecticut offers several unique Game Gear products, including unlicensed games like *Dooley the Dinosaur*. The company also obtained an official license to market its Masterlink adapter, which allows Master Gear owners to hook up a control pad and play two-player Master System games on the Game Gear.

In 1991, to compete with Nintendo's Game Boy and—to a lesser extent—Atari's Lynx, Sega took its 8-bit Master System hardware, added more color capability and stereo sound and built a color portable game system around it. Game Gear owners currently enjoy a library of over 225 games—not including the Sega Master System cartridges which can be played on the Game Gear with a special adapter—with a surprisingly large percentage of that total appearing exclusively on this system. (For example: Did you know that more *Sonic the Hedgehog* games have been released for the Game Gear than for any other system...including the Genesis? Even Sonic's pal Tails has his own Game Gear game.) Still not enough for you? Plug in the Game Gear TV tuner to turn the machine into a portable color TV set.

The Master Gear peripheral allows over 90% of all Master System games to be played on the Game Gear. Created by grey-market hardware designers, it was originally sold by third-party mail-order houses in North America and Europe before Sega stepped in and granted it a mass-market release.

If there's anything unique about the Game Gear from a *Tips & Tricks* perspective, it's the fact that many of its games have cheats or hidden features that can be discovered by holding certain buttons down when you turn the machine on, or by holding certain buttons when you press **START** at a game's title screen. We don't know if there's some specific feature of the hardware that makes this type of cheat so common, but it's an interesting trend; we always test different button combinations this way whenever a new Game Gear game shows up at the office.

ALADDIN

Invincibility
Choose "Password" from the main menu, enter the password "A I Q Y" and press **START**; you'll begin the game at Stage 1 with invincibility.
Passwords
Stage 2—L A E A
Stage 3—A S N F
Stage 4—N E U A
Stage 5—A A L G
Stage 6—8 L T O
Stage 7—U I A N

AX BATTLER—A LEGEND OF GOLDEN AXE

Passwords
Firewood Town—IMKP IIHE OGIH NNPH
Turtle Village—BNLK LPAG HMGH NOGO
Sand Marrow—AOEC DLCD PNFP FBPF
Holmstock—EIIN PMOK PNGI CLJD
Brookhill—CPGG CIAK AEFF OPKO

AYRTON SENNA'S SUPER MONACO GP II

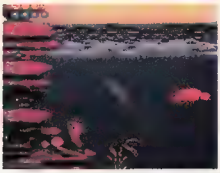
Ending Password
Choose the "World Champion" mode and enter the password "CHAM-PION." You'll skip to the ending sequence with full credits.

BATMAN RETURNS

Sound Test
Hold the **START** button when you turn the Game Gear on. The Sega logo will appear and, when the logo fades, you'll access a "**Sound Test**" menu. Press the **2** button to hear each sound.

DEFENDERS OF OASIS

Sound Test
At the title screen, hold the D-pad in the **Up** position and press **START**. Note that there are also 49 sound effects and three voice effects on the menu; press **Right** or **Left** while the cursor is pointing to one of these items and you'll get extra sounds.



ECCO: THE TIDES OF TIME

Cheat Menu
Use Ecco's sonar to bring up the map screen, then press **Left**, **1**, **2**, **1**, **2**, **Down**, **2**, **Up**.

FANTASY ZONE

Cheat Menu
At the title screen, wait for the words "PUSH START BUTTON" to appear, then carefully press **Up**, **Right**, **Down**, **Left**, **1**, **2**, **1**, **2**, **START**. A secret "Config Mode" menu will come up, giving you the option to change the number of lives, change the difficulty setting, start at any stage, earn extra money or access a sound test.
Invincibility
Access the cheat menu as described above and highlight the "MODE" option. Hold **Left** on the D-pad and press **1+2** simultaneously; the Mode setting will change to "UNDEAD".

KRUSTY'S FUN HOUSE

Super Passwords
Level 2: SELMA
Level 3: SCRATCHY
Level 4: SKINNER
Level 5: GROENING
To start the game with every single door unlocked, enter the password TRACY. This gives you immediate access to the entire Fun House.

LEMMINGS

Level Select
When you see the lemming pulling the Sega logo on a cart, hold buttons **1** and **2** while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that you've activated the cheat correctly. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a

stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage.

MORTAL KOMBAT

Arcade Mode

Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press **2, 1, 2, Down, Up**. The screen will say "Now entering Kombat"—prepare yourself for some blood 'n guts.

NBA JAM

Special Guest Players

To find the hidden characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter MJ, highlight "■" (the space character), press and hold **Up** (which will highlight the T), hold **START** and **2** and press **1**.

Sal DiVita: Enter SA, highlight M, press and hold **Left** (which will highlight the L) and press **1**.

Jamie Rivett: Enter RJ, highlight Y, press and hold **Up** (which will highlight the R) and press **1**.

Bill Clinton: Enter AR, highlight R, press and hold **Up** (which will highlight the K), hold **2** and press **1**.

Al Gore: Enter NE, highlight M, press and hold **Down** (which will highlight the T), hold **2** and press **1**.

Dan "Weasel" Feinstein: Enter SA, highlight Y, press and hold **Left** (which will highlight the X) and press **1**.

Asif "Chow-Chow" Chauhdri: Enter CA, highlight S, press and hold **Left** (which will highlight the R), hold **2** and press **1**.

Tom "Scruff" Rademacher: Enter RO, highlight K, press and hold **Up** (which will highlight the D) and press **1**.

Eric "Kabuki" Kuby: Enter QB, highlight T, press and hold **Down** (which will highlight the space character) and press **1**.

Eric "Air Dog" Samulski: Enter AI, highlight Y, press and hold **Up** (which will highlight the R), hold **2** and press **1**.

Warren Moon: Enter UW, highlight F, press and hold **Up** (which will highlight the space character), hold **START** and press **1**.

George "P-Funk" Clinton: Enter DI, highlight R, press and hold **Right** (which will highlight the S), hold **2** and press **1**.

Secret Power-Ups

The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode," Power-Up Defense, Power-Up Fire). These cheats must be performed at the pregame screen that says "Tonight's Match-Up."

Shot Percentage Indicator: Press the **2** button, then press and hold **2** and **Down** until the tip-off.

"Juice Mode": Press the **1** button 13 times, then press and hold **1** and **2** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **1** button 15 times.

Power-Up Defense: Press the **1** button five times.

Power-Up Fire: Press the **2** button seven times, then press and hold **2** and **Up** until the tip-off.

Power-Up Dunks: Rotate the directional pad 360° and press the **1** button 13 times.

PSYCHIC WORLD

Sound Test/Level Select

Press and hold **Up** and **Left, 1** and **2** then press **START** during the main title screen. If you've done this correctly, you'll see "Special Mode" on the screen along with "Sound Test ED." You can adjust the ED by pressing **Up** to increase the number of the test. If you press **1** and **2** while it reads ED, a number will appear on the last line, and it should now read "Round NO 1." Press **Up** or **Down** and you can scroll through and pick which of the four levels to start at. When you begin play on any of the four, you'll start with all the items you would have normally received playing to that point.

QUEST FOR THE SHAVEN YAK STARRING REN HOËK & STIMPY

Passwords

AURGHH—The Stinking Dry Desert
ZONNNK—The Stinking Wet Bayou
YYYOWW—The Perilous Mount Hoëk
ZOWCHH—The Great Frozen North

SHINING FORCE: THE SWORD OF HAJYA

Rename Characters

After choosing a name for the main character, put the cursor on "END," hold the **START** button and press **2**. Prince Nick will appear on the screen; give him a new name, then put the cursor on "END," hold the **START** button and press **2** again to access the character name configuration menus for the rest of your team.

Excellent Mode

Press **Down** several times as the letters of the Sega logo are shuffling around on the startup screen. You'll hear a warping noise to confirm the code, and you should see the word "EXCELLENT" on the title screen. This may or may not have any effect on game play.

SHINOBI

Sound Test

At the title screen, hold down button **2** and **Up** while pressing **START**.

SONIC CHAOS

Sound Test+Fireball

Wait for the words "Press Start Button" to appear on the title screen, then press **Up, Up, Down, Down, Right, Left, Right, Left, START**. A "Zone Select" menu will appear.

Sound Test+Fireball

Wait for the words "Press Start Button" to appear on the title screen, then press **Down, Down, Up, Up, Left, Right, Left, Right, 1, 2, START**. When the sound-test menu appears, press **Up** or **Down** to change the sound numbers and press **2** to hear the sounds. Rotate the D-pad in a quarter-circle **Down, Down/Right, Right** and press **1** or **2** to make Sonic throw a fireball.

SONIC LABYRINTH

Stage Select

Wait for the words "Press Start Button" to appear on the title screen, then press **Up** twice, **Right** three times, **Down** six times and **Left** nine times; the word "Select" will appear beneath the logo. Now press **START** to access the main menu, where you'll find that the sound test option has been replaced by a stage select. Highlight "Config" and press **2** and you'll be able to change the number of the starting stage.

SONIC THE HEDGEHOG 2

Stage Select

At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the **Down/Left** position and hold it there while you press and hold the **1** and **2** buttons. While holding those buttons down, you must press **START** when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

SONIC THE HEDGEHOG TRIPLE TROUBLE

Stage Select

After the Sega logo fades out, press and hold **Up** on the D-pad and watch Knuckles start to pick up the gems from the screen. While still holding **Up**, you must press the **START** button at the exact instant when Knuckles touches the third gem (the red one.) If your timing is perfect, you'll hear a chime. Press **START** at the title screen; the stage-select menu will appear after you choose your character.

SPACE HARRIER

Hard Mode

Hold the **1** button when turning on the Game Gear; the word "HARD" will appear on the screen as the Sega logo fades.

Easy Mode

Hold the **2** button when turning on the Game Gear; the word "EASY" will appear on the screen as the Sega logo fades.

STREETS OF RAGE

Invincibility/Stage Select

Choose "Options" from the main menu, then choose "Sound Test" number "11" and press **1 + 2** simultaneously. Two new options will appear at the bottom of the screen: "Damage" (turn this option "off" to become invincible) and a stage-select.

TENGEN WORLD CUP SOCCER

Shootout Mode

Choose "World Cup" from the main menu and select the "Password" option. Change the first two letters of the password to "PK," then press the **1** button. When you return to the main menu, choose "Exhibition." Pick your teams and you'll enter a shootout game.

VIRTUA FIGHTER ANIMATION

Boss Code

Choose "Vs. Com." from the main menu. When the character-select menu appears, press and hold the **1** and **2** buttons at exactly the same time. While holding those buttons down, press **START**; Dural should appear as your chosen character.

3DO

Deconstruction of a Dream

Several different 3DO Multiplayers were released; the Sanyo 3DO unit offered a top-loading CD drive, which was less prone to malfunction than the front-loading mechanism favored by the original Panasonic machine.

One of the most clever cheat devices ever released for any system (it's entirely software-based), the 3DO Game Guru allowed players to access game features or gain extra lives, energy or ammo by modifying existing "saved game" files in the system's internal memory.

With its sparkling vision of universal game system compatibility and non-exclusive hardware manufacturing rights, the 3DO Company had truly honorable intentions...which never really amounted to more than a hill of beans in the crazy, cutthroat video-game industry of the '90s. The 3DO Interactive Multiplayer had the 32-bit market all to itself for a couple of years, but it never established a foothold and was basically eaten alive by the PlayStation and Saturn; heck, even the 16-bit systems were seen nibbling the meat off of its bones.

Fortunately for *Tips & Tricks* fans, the 3DO was the first CD-only game system, and you all know what that means: Any video game sold in a medium that's capable of hundreds of megabytes of storage space is likely to have plenty of room for extra features, secret video footage or hidden bonus games. The 3DO library certainly has its share of each of these and more.

Capcom provided 3DO owners with the precious gift of *Super Street Fighter II Turbo*, which—at the time—was the only home version of that particular chapter of the *Street Fighter* saga. The company even sold this special six-button controller through a mail-order offer.

Because the 3DO Company made licensing agreements and development kits relatively easy to obtain, many start-up game developers were able to break into the industry by cutting their teeth on the 3DO platform; the developers of *Crash Bandicoot*, *Nanotek Warrior* and *Enemy Zero* all graduated from the 3DO to the PlayStation or Saturn. Unfortunately, these generous policies also opened the door for some really awful games! (No, we're not going to name names.)

BATTLESPORT

Secret Character

At the title screen—when the words "Press Start to Continue" are flashing—press **P** to access the main menu. Next, enter the following code very carefully: Press **Left** and release, hold **L**, press and release **C**, release **L**, press and release **B**, press and release **A**, hold **L**, press and release **A**, press **Right**. You'll hear the announcer say, "Oh, my! I think we've got a cheater!" Now choose an exhibition match or the "instant action setup" and you'll find a powerful secret character named Kubo who can be chosen as your opponent.

Secret Tank

As above, access the main menu and enter the following code very carefully: Hold **R**, press and release **B**, release **R**, press and release **C**, hold **L**, press and release **Right**, release **L**, press and release **A**, hold **L**, press and release **A**, press and release **B**, release **L**, hold **R**, press **Right**. You'll hear the announcer say, "Oh, my! I think we've got a cheater!" Now start the game in any mode, when it's time to choose a vehicle, you'll find a new tank called the Invader. It has a top speed that's equal to the Runner and its acceleration is better than any other available tank.

Secret Sounds

Start a game in Exhibition mode and enter "BSPORT" as your name; you'll hear the announcer say a phrase which we can't print in this family publication. You can also hear several other secret sounds by entering the following names: HELI, EVAN, HELMUT, SUBHA, EDDIE and QUAZAR

CAPTAIN QUAZAR

Super Power-Up

At any time during the game, press **P** to pause, then press **L**, **R**, **L**, **R**, **L**, **R**, **B**. You'll hear Quazar say, "Whoa-ho-ho!" When you press **P** again to return to the game, you'll have maxed out health, cannon ammo, missiles and grenades. Repeat this code whenever you're low on health or supplies.

Walk Through Walls

At any time during the game, press **P** to pause, then press **R**, **L**, **B**, **B**, **B**, **R**, **L**, **Up**. When you press **P** again to return to the game, all of the walls and stationary obstacles in your immediate surroundings will disappear for just a few seconds, allowing you to walk right through.

Boss Clear ("Yes" means you automatically defeat each boss), Data Stream Jump ("Exist" means that you can skip between the different stages in each area by pressing **L** or **R** on Controller 2), Area Select Menu (a Stage Select), Four Player Mode (which gives you four cursors on the screen so four players can shoot enemies together) and others.

BURNING SOLDIER

Cheat Menu

At the Option menu—the one that says "Music Volume, Player Mode", etc.—press **L** + **R** + **C** + **X** + **Right** on Controller 2 all at the same time. The Debug menu offers tons of cool options: Enemy Missile ("None" means the enemies don't shoot at you), Always

CORPSE KILLER

Armor-Piercing Bullets and Datura Quests

If you call up the Cay Noir map and there aren't any APB or Datura quests, just flip between the "Satlink Map" and "Datapod Info" icons until the "APB Quest" and "Datura Quest" icons appear.

Extra Datura Bullet

If you don't have any Datura bullets, you're in trouble if a Strawman or Reaper appears, because they can't be killed with regular bullets. If you hold the **A** button and tap **B**, the game kindly gives you a single Datura bullet with which to kill the bad guy; don't waste it.

DEMOLITION MAN

Blood Code

At the title screen, hold the **R** button and rotate the D-pad clockwise until seven splashes of blood appear on the screen. Now you can see blood in the game when you shoot somebody.

Stage Select

Pause the game on any level, then press **L**, **A**, **Up**, **Down**, **R**, **Up**. The passcode box on the paused screen will change to read "#PWR" to indicate that the code is in place. Next, while the game is still paused, press and hold the **B** button to get the level-select to appear in the password box. While holding **B**, press **Up** or **Down** to choose a stage, then release **B** to warp there. Check out the bonus VRGN levels that do not appear in the game; they take place in the offices of Virgin Games. Other choices at the stage-select menu include:

GMOVER—see the FMV footage for a losing game

GMWNNR—see the "good" ending

SCORS—high-score screen

CRDTS—see the end-game credits

LSTNGBTH—the game's sound test menu

LOGOS—reset the machine

[illegible]

Cheat Codes

During the game, hold **B** and press **P** to access the map. Next, input one of the following cheats. These codes must be entered at the map screen while the game is running—they won't work while paused—and each one will be confirmed with an explosion sound when you press the last button in the sequence.

See the entire map—**L**, **R**, **R**, **A**, **Left**, **Left**, **Up**, **A**, **C**.

See all of the items on the map—**L**, **R**, **R**, **Right**, **Up**, **B**, **B**, **Left**, **R**

God Mode (invincibility)—**Up**, **Right**, **A**, **B**, **A**, **Down**, **A**, **L**, **L**.

All weapons and keys—**A**, **Left**, **A**, **B**, **A**, **Right**, **A**, **C**, **A**.

Start at any level—**L**, **Up**, **C**, **C**, **R**, **Down**, **A**, **Left**, **Left**. (Once you've entered this cheat, you must allow yourself to get killed or simply turn off the 3DO to return to the main menu, where you'll be able to access all 23 missions.)

Two extra screen sizes—**Up**, **Right**, **L**, **Up**, **Right**, **Right**, **R**, **A**, **Left**. (Once you've entered this cheat, press the **X** button and access the "screen size" function at the option menu; you'll find that there are two additional screen sizes to choose from, both of which are larger than the largest default setting.)

FIFA INTERNATIONAL SOCCER

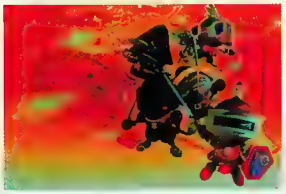
Cheat Codes

Each of the following codes should be entered with the **A**, **B**, **C**, **L** and **R** buttons while the game is paused; a message will appear to confirm each one. To deactivate a certain code, just enter it again.

Invisible Walls: A, B, B, A, C, A, B, A, B, B, A
Crazy Bounce: L, A, B, A, R, R, A, C, C, A
Laser Ball: L, A, C, R, B, A, L, L
Giant Player: B, A, B, A, R, B, A, B, B, A, R
Big Ball: B, C, B, A, L, L, A, B, A, L, L
Metallic Men: B, A, R, C, L, B, A, B, B, A
Beefcake Mode (shirtless players): R, A, L, B, A, C, L, A, B, A
Radical Curve: C, A, R, C, A, B, R, A, B, B, L
Brute Mode: R, A, B, B, A, C, L, L, B, A, C, L
Hot Potato: C, R, A, B, B, R, L, A, B, A, B, B, R

FOES OF ALI

Cheat Mode
Start a game in any mode. When the fight begins, press the P button to pause. Then, at the "Pause" menu, hold the L and R buttons on top of Controller 1 and press C, A secret "Cheat Codes" menu will appear. Enter any of the following passcodes to get different effects—but please be aware that some of the cheat codes



listed below may crash the game or even reset the 3DO machine in certain situations.
TEAM—Shows a photo of the *Foes of Ali* design team.
PREBEG—Shows a photo of European middleheavyweight champion Ivan Prebeg
CROWD—Removes the crowd from the background to speed the game up slightly; enter the code again to restore the spectators.
ZIPPY—Speeds up the game's frame rate slightly.
AIAT—Changes Boxer 1 into a computer-controlled fighter; enter the code again to regain control with Controller 1.
AIBT—In a one-player game, this code makes Boxer 2 playable with Controller 2; enter the code again to return control of Boxer 2 to the computer. In a two-player game, this gives control of Boxer 2 to the computer; re-enter the code to restore Controller 2. (This is a great cheat for one-player games—particularly in Tournament or Career mode—because it allows you to stop your opponent from fighting back.)
PADC—This code activates Controller 3 for special cheat functions; let's hope you've got a third controller. Once you've entered this code, the buttons on Controller 3 will have the following effects.
A: Knock down Boxer 2 for six seconds
B: Cut the right eye of Boxer 1. Press this button three times and the referee will stop the fight
L button: End the current round and immediately advance to Round 10
Low Blows
You may have thrown a few low blows from time to time by accident, but here's how to do them on purpose: Point the D-pad diagonally in the Down/Left position and press A to throw a low blow with your left hand, or point Down/Right and press B for a low right. Don't do this too often or you'll be penalized; you can also be disqualified for low blows.

GAME GURU

Secret Video Scene
At the main menu, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEVIDEO2" and press C; you'll be taken on a three-minute video tour of the offices of Symbios's Media and meet the creators of the Game Guru.
Music Select
As above, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "SONG2" and press C; you've just changed the Game Guru background music to a different tune. Try entering different numbers, from "SONG2" to "SONG9" to find the one you like best; to restore the default background music, enter the code "SONG 1".
Secret "Advanced" Mode
As above, choose "Enter Code" and select the "GameGuru.CFG" file. When the code screen appears, enter "IHAVETHEPOWER" and press C. You'll get a "Warning" screen that asks if you really want to go ahead; be brave and choose "Yes". You now have access to the most dangerous and exotic functions of the 3DO Game Guru, including association and optimization functions as well as a full-featured hex editor that will give you the power to seriously screw up your saved-game files. Don't mess with this unless you know what the terms "NVRAM" or "CRC" mean, if you want to go back to the way things used to be, just choose "File Related" from the main menu and delete the "GameGuru.CFG" file from memory, then turn the 3DO off. When you reboot, the default CFG file will be restored.

GEX

Free Power-Ups
Most of the power-up items in Gex can be activated on demand, whenever you need them. To use these cheats, just press the P button to pause the game, then hold the R button and enter the code.
• Blue Firefly (ice balls). Pause, hold the R button and press Left, C, Down, B, Left, Up, Right, B, A, Left, Left, Down
• Red Firefly (fireballs): Pause, hold the R button and press Left, C, Down, Right, Right, Down, B, A, Left, Left, Down
• Yellow Firefly (electricity). Pause, hold the R button and press Left, C, Down, Right, Right, Left.
• Grasshopper (jump higher): Pause, hold the R button and press Left, C, Down, Right, Up, B, B, Right, Right.
• Centipede (run faster): Pause, hold the R button and press Left, C, Down, Right, Up, Up, Up, Right, Right.
• Caterpillar (invincibility): Pause, hold the R button and press Left, C, Down, Up, Up, C, Left, Right, A, Right.
99 Lives
Press the P button to pause the game, then hold the R button and press Left, C, Down, Down, Right, A, C, Up, Left, A.
Stage Select
You must be at a map screen for this trick to work. At any map screen, press P to pause, then hold the R button and press Left, C, Down, Left, Right, Right, Up, Right, Right. The top-secret stage-select menu will appear. Be careful when using the menu, as some of the options may cause the 3DO to reboot. You may even find some unfinished stages that didn't make it into the final game.

GRIDDERS

Level 25 Code
At the options menu, highlight the EXIT option and hold the X button. Press L, A, X (you have to release the X button and then press it again). Now you can practice on the secret level 25 (Teleopods).
Practice Any Level
At the options menu, highlight EXIT and hold X. Press B, A, R, X (as you did for level 25). Now you can practice any level.
Level Skip
At the options menu, highlight EXIT and hold X. Press P, A, R, A, L, L, A, X (as in the other cheats) Then, start a new game and press one of the following button combinations:
• Press R + A to skip ahead one level
• Press R + B to skip ahead five levels
• Press R + C to skip ahead ten levels
• Press R + L to skip back one level.

GUARDIAN WAR

Cheat Menu
Start a new game or load a saved game. When the menu screen (with various locations and flapping flags) appears, press the L, R and C buttons one after another. The flags should stop flapping. Now press Up, Down, Left, Right and a Japanese-text menu appears. Here's what each of the 14 options does, from top to bottom:
• Load Game: Load a saved game or start a new game
• Equip: Examine and equip characters, similar to the Equipment option on the regular menu
• Shop: Enter a shop where you can buy and sell EVERY item, piece of equipment and body in the game
• Gems +10000: Increases your Gem total by 10,000. Can be used repeatedly to give yourself loads of dough
• No Battles: Prevents enemies from attacking you, although you can't attack them either. Can be toggled on and off.
• Coordinates: Shows you X and Y coordinates of your location when in a location, and also your "coordinates" on the main map. Can be toggled on and off
• Free Movement: You can walk to (almost) any location on the map without clearing previous locations of enemies. Can be toggled on and off
• All Attacks: You can use all weapon and magic attacks during battle by choosing from a massive menu. Can be toggled on and off
• God Mode. You don't lose any HP or MP during battle. Can be toggled on and off

• Map Detail: Gives you a mind-numbing amount of detail when examining the map of a location.
• ??? Unknown.
• ??? Unknown
• Basic +1. Increases the basic level of the currently selected Golem by 1.
• Class +1: increases the class level of the currently selected body or sub-body by 1

THE HORDE

Cheat Codes
The cheat mode works by spelling out words with the 3DO controller. There are six letters, U (Up on the control pad), D (Down), L (Left), R (Right), O (Button A) and T (Button B).
To enter the cheat mode, start the game, then hold Up on the control pad and hold down the A and B buttons before pausing the game. While paused, spell out one of the following words, then unpause to activate the cheat
DOLLDOOR (Down, A, Left, Left, Down, A, A, Right): You immediately finish the current habitat and return to the castle.
LOOTLORD (Left, A, A, B, Left, A, Right, Down). You immediately receive 30,000 Crowns, the maximum amount of loot you can have in the game
LOUDTOOT (Left, A, Up, Down, B, A, A, B): The entire map of the current habitat is revealed.
ODDROD (A, Down, Down, Right, A, Down): This cheat allows you to continue playing even if the entire village is destroyed
ROLLOUT (Right, A, Left, Left, A, Up, B): Watch all of the full-motion video sequences in the game, one after another.
TROLLDROOL (B, Right, A, Left, Left, Down, Right, A, A, Left): All items and weapons in the game become available for purchase
TROT (B, Right, A, B): Chauncey runs around the map twice as fast as normal, as if he's using the Boots of Boogie. If Chauncey uses the Boots in combination with this cheat, he runs around the map FOUR times as fast.
TURDODOR (B, Up, Right, Down, A, Down, A, Right): Chauncey becomes invulnerable to damage.

JAMMIT

Special Passwords
Use the following passwords with Roxy to access different options:
DKRBNSN: 2 Hot
STPKRNR: Poison
SSNHYDN: Frenzy
JNFRBCN: n 2 it
LRNCHLS: Sweat
PJVRHDS: Slams Only
STWSPKN: Cutthroat
BBSKNNR: Boss

JOHN MADDEN FOOTBALL

Giant and Midget Refs
While playing, pause the game and press Right, Down, Left, Up, Right, Down. You'll hear the referee's whistle blow, signaling his newfound physique. When you continue the game, you'll find that the ref has become a giant.
To make the referee small, pause the game and press Left, Down, Right, Up, Left, Down, Right. When you hear the whistle, you'll have a midget ref.

JOHNNY BAZOOKATONE

Passwords
Level 1—SOFTCELL
Level 2—LOVESHAK
Level 3—STRUT_UP
Level 4—LIVEAID
Level 5—PLECTRUM

KILLING TIME

Cheat Mode
Start a new game and enter your name as "EVORGRAH" (be sure to start with the period). Highlight "OK" and press A; the screen will darken and the name will disappear. Now you can enter a "name" to start at different levels with different power-ups according to the following formula: The first two characters should be periods ("..") followed by a two-letter code representing the stage you want to jump to. Many different combinations take you to different levels—try AT, A1, A2, A3, A4, A5, A6, BL, CY, C1, DN, EW, E1, E2, E3, GH, H1, H2, H3, KT, K2, LB, LG, L1, SW, S1, S2, S3, UH, UW, U2, U3, U4, WC, WW, W1, W2, W4, or W5. Next, add one or more of the following characters to the password for other bonuses:
A, B, C, E, H, L, M, N, R—Winged Vessels
0, 1, 2, 3, 4, 5, 6, 7, 8, 9—Keys
D—Double Pistols
F—Flamethrower
S—Shotgun
T—Tommy Gun
Q—Map coordinates
V or X—100% health
W—75% health
I—Invincibility
Here's a sample "player name" that was created using the above information: Enter "..UH1234ABCDEFI" to start in the Upper Hall with four keys, four winged vessels, double pistols, the flamethrower and invincibility.

MAD DOG McCREE

Pause/Continue Trick
If you get shot by a bad guy, *quickly* press the PLAY button, then click on the CONTINUE option. You'll reenter the game at a point just before the bad guy who shot you.

MAZER

Power-Up Codes
Just before the start of each level—when the full-screen photo of the current stage name is on the screen—you can earn power-ups by pressing certain controller buttons as follows.
• Press C, A, B, A, B to start the stage with one Super Shield
• Press B, A, C, C, B, A to start the stage with 30 rounds of Triple Attack power.
• Press B, A, C, A, C to start the stage with 30 rounds of Rapid Fire power.
These codes can be entered by both players in a two-player game; you can also enter a different code for each stage, if you like. Note that the codes do not work in the maze bonus rounds.
Ultra Power-Up
As above, before the start of each level—when the full-screen photo of the current stage name is on the screen—press A, A, C, A, B. The words "BLOOD FEUD" will appear on the screen. In this mode, the object is to compete with the other player; the last player alive wins the match and gets the points for the "Boss Kill" for a normal level. After the initial three drones are destroyed, no additional enemies will appear, and the boss will not be launched. Each round lasts 45 seconds; if time runs out, both players lose a life. A new round begins each time a player is killed until one of the players has no lives remaining.
Be the Boss
Start a one-player game with Controller 1; then, before the level starts—while the photo of the current stage name is on the screen—press C, B, B, A, A, C on Controller 2. The words "P2 BE THE BOSS" will appear on the screen. In this mode, Player 2 controls one of the drones that are attacking Player 1; you'll see that the controllable drone is a lighter color than the others. Player 2 can also switch to different drones by pressing the C button. Best of all, when the boss appears, Player 2 will be controlling it. This code will also work with Controller 1 if you start a one-player game with Controller 2.
Secret Option Menu
During *Mazer*'s full-motion video demonstration mode, press and hold the L and C buttons on Controller 1. You'll jump to a secret options menu that allows you to adjust the difficulty level, remove the blood from the game and even test your controllers.

THE NEED FOR SPEED

Practice Mode

At the Options menu, highlight "Skill Level" and quickly press **X**, **R**, **A**, **L** in rapid succession, continuing to hold each button so that all four are held down at the end of the sequence. This is tough; it must be done *extremely* fast. The "Skill Level" indicator will turn from yellow to pink. Start playing the game and there will be no traffic or cops. (No records or scores can be saved in this mode.)

Driving Team Picture

Select the "Wall of Fame" and wait until the game credits appear. Press **R** to see a photo of the programmers; press **L** to return to the normal background.

Turn Off Dashboard

During the game, switch to the first-person cockpit view and press **Up**, **L** and **A** on Controller 2 at the same time. The normal cockpit will be replaced by a colored band with a speedometer and rear-view mirror. Press **Up**, **L** and **A** repeatedly to turn off the rear-view mirror, the speedometer or return to the normal cockpit. This trick also boosts the game's frame rate.

Vs. Rocket Scooter

Play the game for at least ten seconds, then pause to go into instant replay. Rewind to the start of the replay buffer. Press **R**, **Down** and **B** simultaneously on Controller 2. Quit your race and start a new one; you'll be racing against a rocket scooter.

Winter Driving Practice Mode

Play the game in Practice Mode (see above) for at least ten seconds. Go into instant replay and rewind to the start of the replay buffer. Press **B** on Controller 1 *plus* **X**, **P** and **C** on Controller 2. If you did the code correctly, you will see the "Car Crashed" info flash on the screen for a second. Quit the game and choose to race against the clock on Alpine track. When you get to Segment 3 of Alpine track, the road will be covered with black ice.

Nitro Charging Performance Boost

Enter a game and immediately press **L**, **R** and **Up** on Controller 2 *plus* **L**, **R**, **A** and **C** on Controller 3. A car crash message will flash on the screen. Exit the game and, in all subsequent games you play, engine torque and power will be increased by 20% for the faster cars and 30% for the slower ones to keep them all at the same level.

Traffic Jumping

Start a game and during the loading screens simultaneously press and hold **L**, **R** and **Left** on Controller 1. Quit the game and start a new race. This time, during the loading screens simultaneously press and hold **L**, **R** and **Up**, then Quit when you start the race. Restart the race again and during the loading screen press and hold **L**, **R** and **Right**, then quit the race when it starts. Restart again and during the loading screen press and hold **L**, **R** and **Down**. This time, don't quit; start driving and, when you see any traffic, press the **X** button (hand brake) to watch the cars fly in the air around you.

NIGHT TRAP

Access Code Changes

If you're having trouble keeping up with the color-code changes, here's a list of where and when the changes are announced. These are the exact moments when the new codes are revealed, so be sure to check in a few seconds earlier so you can hear the code changes in time.

05:40—Entry Way (Listen for the new access code, but don't change the color until after you've captured the creature at 5:54 in the Living Room)

09:00—Living Room

13:37 Entry Way

14:15—Living Room

Trap Tip

There are several places in the game where the trap meter goes into the red but you're *not* supposed to trap the person who's standing over the trap. Most notably, this occurs at 15:31 in Hall 1 (that's not an Auger, that's Crazy Eddie dressed up as an Aug) and at 21:03 in Hall 2 (never trap a fellow SCAT team member.)

OFF-WORLD INTERCEPTOR

Extra Spending Money

Go to the OPTIONS screen and highlight "CONTROLS." Now press **A**, **B**, **C**, **A**, **B**, **C**, **A**, **B**, **C**, **A**, **B**, **C**, **A**, **B**, **C**, **L** (that's **ABC** six times, then the **L** button.) You'll hear a whirring sound; now start the game in either Story or Arcade mode, and you'll find that you have tons of extra money to buy weapons, armor and power-ups.

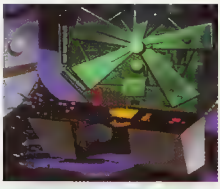
OUT OF THIS WORLD

Secret Game

Go to the Password screen and enter the code **BRGR**. Press "OK" and you'll go to a *Breakout*-style game called *Stalactites*. Press **A** to start the game and position the paddle beneath the stalactites to send them back into the ceiling.

Weird Screen

During the *Out of This World* demo sequence—the one with the guy and the car—hold the **L** and **R** buttons on top of the controller. Keep holding them through the "Start Game/Password" screen and a secret screen will appear.



PLUMBERS DON'T WEAR TIES

Remove "Censored" Symbols

To remove the "censored" symbols from this adventure, press **Up**, **Down**, **Right**, **Left**, **Down**, **Right**, **X** while the girl is talking at the start of the game.

REBEL ASSAULT

Stage Skip

To warp your way through the stages of *Rebel Assault* with ease, start the game and wait for the LucasArts logo to spin onto the screen. As soon as it starts to appear, press **Up+A**, **Down+A**, **Left**, **A**, **Right-A**; repeat this code until you hear a bell ring and a chorus of voices singing, "LucasArts!" With this cheat in place, start the game. When you want to skip any stage, just press the **C** button to be warped instantly to the next one.

RETURN FIRE

Stage Select

Enter the password **WOLF** to access any level in a one- or two-player game.

Debug Menu

With the **WOLF** password in place as described above, start a game and press **L** + **R** + **P** simultaneously. You'll get a debug menu that allows you to change the game's frame rate, listen to the audio and place the enemy flag in the first building you destroy.

SHADOW: WAR OF SUCCESSION

Cheat Mode

At the difficulty selection screen, press **Down**, **Down**, **Left**, **Right**, **Up**, **Up** on Controller 1. This turns on the cheat mode. During a match, press the **L** button to instantly kill your opponent.

SHOCKWAVE

Cheat Mode

Press the **PLAY** button to pause the game, press **B**, **A**, **C**, **C**, **A**, **A**, then press **STOP** to unpause. This gives you access to the game's cheat mode. With this code in place, try the following tricks:

Super Missiles: Pause, then press **C**, **A**, **A**, **B**, **A**, **X**.

Super Lasers: Pause, then press **C**, **A**, **A**, **B**, **A**, **C**, **A**, **X**.

Smart Bomb: Pause, then press **A**, **C**, **A**, **B**, **A**, **A**, **C**, **A**, **A**, **A**, **X**.

Invincibility: Pause, then press **A**, **B**, **A**, **C**, **A**, **A**, **B**, **A**, **X**.

Display Player's Name: Pause, then press **B**, **A**, **B**, **X**.

Display Programmers Message: Pause, then press **B**, **A**, **C**, **A**, **C**, **A**, **X**.

SHOCKWAVE: OPERATION JUMPGATE

Cheat Codes

Pause the game and enter the following codes for subsequent cheats:

Skip Mission: **B**, **A**, **C**, **C**, **A**, **A**, **A**, **X**.

Increase Mission Number: **C**, **A**, **A**, **A**, **A**, **C**, **A**, **X**.

Super Missiles: **C**, **A**, **A**, **B**, **A**, **X**.

Super Lasers: **C**, **A**, **A**, **B**, **A**, **C**, **A**, **X**.

Smart Bomb: **A**, **C**, **A**, **B**, **A**, **A**, **C**, **A**, **A**, **A**, **X**.

Invincibility: **A**, **B**, **A**, **C**, **A**, **A**, **B**, **A**, **X**.

Refill Weapons: **B**, **A**, **A**, **A**, **A**, **B**, **A**, **X**.

Display Player's Name: **B**, **A**, **B**, **X**.

Display Programmers Message: **B**, **A**, **C**, **A**, **C**, **A**, **X**.

Bonus Level

Complete the game and wait through the credits. There's a bonus level to play called Cake Walk.

SOCCER KID

Stage Select

At the title screen, press **Up**, **Down**, **Up**, **Down**, **Left**, **Up**, **Down**, **Up**, **Down**, **Right**. You'll hear a voice say, "Hey, that's the cheat mode!" Press **B** while the voice is speaking, and you'll get a level-select option at the bottom of the options menu. Press **Left** or **Right** to choose a different starting stage.

SPACE HULK

Cheat Menu

When you see the two doorways at the start of the game, hold the **R** button on top of the controller and press **A**, **B**, **Right**, **A**, **C**, **A**, **Down**, **A**, **B**, **Right**, **A** ("abracadabra"). You'll be warped to a top-secret cheat menu with dozens of cool options, including invincibility, infinite freeze time, infinite ammo, a campaign select and more.

STAR ACE

Secret Scene

First, rescue the commander. After you enter the transporter, choose the TV monitor at the lower-left corner of the screen. When you arrive at that scene, you'll see a cow's skull on the ground. Shoot the skull several times to see a hidden scene with Mad Dog McCree.

STARBLADE

Super Rapid-Fire

When the title screen fully appears, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **A**, **A**, **B**, **B**, **C**, **C**. Now start the game and hold the fire button down to blast like crazy.

Infinite Continues

When the title screen fully appears, press **Up**, **Right**, **Down**, **Left**, **A**, **B**, **C**, **Up**, **Left**, **Down**, **Right** instead of the usual three continues, you'll be in "Free Play" mode.

STELLAR 7: DRAXON'S REVENGE

Infinite Energy & Power-Ups

Enter the following code at the main menu with the **L** and **R** buttons on top of Controller 1: **L**, **R**, **R**, **L**, **R**, **L**, **L**, **L**, **L**, **L**, **L**, **L**, **R**, **L**, **L**, **L**, **L**, **L**, **R**, **L**, **L**, **L**, **L**, **R**. You'll see the *Stellar 7* insignia change to "*Wimpy 7*" as the word "CHEATER" appears briefly over Draxon's face. Now when you start the game, you can press the **L** button to refill your energy at any time and press **R** whenever you need to replenish your supplies.

SUPER WING COMMANDER

Debug Menu

At the Lounge screen, hold **X** and press **B**, **B**, **C**, **C**, **A**, **A**. You should hear a sound. Now release **X**, press and hold the **L** and **R** buttons and press **P**. A debug menu will appear with options that allow you to change the game's sound levels, watch all of the FMV clips or set system flags. Set KILLABLE to "False" and you can't die. Set BANGABLE to "False" and you can't run into other ships. Set PICKER ACCESS to "True," then return to the Lounge and cycle through the options until you hear "Choose Campaign" or "Choose Mission," allowing you to play any stage. Set FINGER OF DEATH to "True" and you can destroy any target instantly during battle by holding the **L** and **R** buttons and pressing **B**. Be sure you have a ship targeted when you do this or you will destroy every ship in range, including your wingmen or even the Tiger's Claw itself.

SYNDICATE

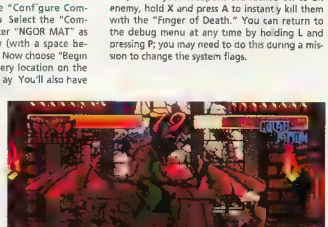
Cheat Password

Start the game and choose "Configure Company" from the main menu. Select the "Company Name" option and enter "NGOR MAT" as the name of your company (with a space between the "R" and the "M.") Now choose "Begin Mission"; you'll find that every location on the map is available for you to play. You'll also have tons of extra money to buy as many agents and weapons as you want.

TOTAL ECLIPSE

Stage Select

Go to the **Options** screen and select the "Quit/Previews" box. When you're there, hold the **X** (Stop) button down and press **B**, **L**, **A**, then release **X** and press **B**, **L**, **A**, **B**, **L**, **A**. If you do the cheat correctly, you'll hear the sound of a blast door opening, and the Crystal Dynamics logo will appear in the Options box along with the Stage Select.



WAY OF THE WARRIOR

Boss Codes

Go to the NAMES option on the main menu and enter the name "A GAVIN" (with a space between A and GAVIN) and the birthday JUN 11 1970. Now, at the character-select screen in Versus Mode, you can choose Kull by moving the cursor to Crimson Glory and pressing **Right**. To play as other boss characters in Versus Mode, follow these same instructions with the following names and dates.

- High Abbot—"J RUBIN" JAN 6 1970
- Voodoo—"EVIL" JUN 6 1966
- Major Trouble—"BAD BOY" FEB 4 1908
- Black Dragon—"WYVERN" MAR 9 1927
- Gulab Jamun—"GULAB" FEB 29 1900

Psychedelic World

Go to the NAMES option on the main menu and enter the name "PARANOID" and the birthday MAY 5 1975. Now go to the ARENA option where you'll find a new stage called "Cave." In this background, every frame of your character's animation will remain on the screen as you move, which makes for some freaky effects.

Secret Background

Go to the NAMES option and enter the name "TAJ MAHAL" and the birthday JAN 1 1901. Now go to the ARENA option where you'll find a new secret stage called "Garden."

Speed Code

Go to the NAMES option and enter the name "SPEED" and the birthday AUG 8 1980. Now go to the ARENA option and select "Cave"; you'll fight in another new area where the action is twice as fast.

Tug-of-War Mode

Go to the NAMES option and enter the name "TUGAWAR" and the birthday APR 16 1964. Now go to the ARENA option and select "Cave", you'll be fighting in an alley stage with a single tug-of-war energy bar.

Hidden Space War Game

Select the two-player "VS" mode. The player on the right should select a character, point the D-pad diagonally in the **Down/Right** position and also hold the **A**, **B**, **C** and **START** buttons. The left player should choose a character, point the D-pad diagonally in the **Up/Left** position and also hold the **L**, **R** and **START** buttons. You'll enter a hidden *Space War* game that allows up to four players to participate simultaneously.

WING COMMANDER III: HEART OF THE TIGER

Cheat Menu

To access a cheat menu, you need to reach the "New Game/Load Game/Continue" menu screen. (This screen will appear automatically if you have a saved game in memory, if you can't get there, the easiest thing to do is to fly the first mission and get killed. The "Continue" menu will appear after the "Funeral.") At the "Continue" menu, press and hold the **L** button, then press and hold the **P** button; you'll see the cursor cycling through the available options. Continue to hold those buttons down and press **A** while the word "Continue" is highlighted. You'll get a debug menu with tons of options. Some of them simply don't work ("Gameflow Flags," "Test Stream" and "Test SFX") and others will prevent you from returning to the game without restarting the machine (the words "Quit to exit" will disappear from the main menu). "Pick Mission" allows you to play any mission. "Play Movie" and "Play In-flight Movie" allow you to watch the game's FMV scenes. "Show Sprites" and "View Objects" let you see the items and backgrounds. If you choose "System Flags" and change the first two options to "False" and start the game, you can't be killed, you can't crash into any other ships and, when your weapons are locked on to an enemy, hold **X** and press **A** to instantly kill them with the "Finger of Death." You can return to the debug menu at any time by holding **L** and pressing **P**; you may need to do this during a mission to change the system flags.

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Jaguar

Out of the Jungle, Into the Litterbox

Atari hardware products have always outlived their life expectancies with the help of hobbyists and post-mortem third-party publishers. ICD's Cat Box is an example of this type of support; it's a top-quality peripheral that offers several types of audio/video outputs as well as the ability to "link up" Jaguars for multiplayer games like *Doom*.

This six-button Jaguar controller was one of the last hardware or software products to be released by Atari Corporation. Including the numeric keypad, the number of buttons is actually 22; does any game *use* all of them?

Atari ruled the home video game industry in the early '80s with its Video Computer System (a.k.a. the Atari 2600). But by the time the company was ready to launch its 64-bit Jaguar console in 1993, Atari's reputation as a maker of video games had faded into the shadows of giants like Nintendo, Sega and—to a lesser degree—NEC and 3DO. Some would say that the Jaguar was destined to fail, but there was a time—just after the machine was released to test markets in limited quantities—when a lot of video-game fanatics were ready to believe that Atari had a chance to reclaim its former glory. However, even the most fanatical Jaguar stalkers tend to agree that the system's demise resulted not only from stiff competition, but also from Atari's own limited marketing funds and controversial management.

For *Tips & Tricks* fans, the Jaguar controller's numeric keypad offered nearly limitless combinations of buttons to experiment with. Jaguar programmers seemed to fall for this trap, too; instead of the traditional D-pad and button codes, many of the Jaguar's coolest tricks could be found by messing around with the numeric keypad. Some cheats—like the invincibility code in *Doom*, to single out one obvious example—were incredibly easy to perform; we'd be surprised if a lot of players didn't stumble upon them by accident.

Magazine ads for the Jaguar CD add-on called it a "790-meg tune-up" and promised CD games like *Brett Hull Hockey* and *Demolition Man*. Unfortunately it ranks right up there with the Virtual Boy as one of the least-supported video game systems of all time; its library consists of only about a dozen titles.

ATARI JAGUAR SYSTEM

Atari Screen Tricks

At the introductory Jaguar screen, you can hold the **PAUSE** button and press **Up** or **Down** on the D-pad to change the size of the spinning Jaguar cube. Press **Left** or **Right** on the D-pad while holding **PAUSE** to change the speed and/or direction of the rotation.

ALIEN VS PREDATOR

Code 1

This code only helps players using the Marine. Start the game, then hold **PAUSE** and **OPTION**. Simultaneously press and release **1+3** keys simultaneously; the word "PAUSED" will disappear, but the game will still be paused. While continuing to hold **PAUSE** and **OPTION**, press **2+5+7+9** at exactly the same time. You'll hear the Predator laugh. The following functions have now been enabled:

Security Clearance: Press **OPTION+6** to raise security level. Press **OPTION+9** to lower security level.

Motion Tracker: Press **OPTION+8** to toggle tracker on and off.

Weapon Access: Press **OPTION+1**, **OPTION+2**, **OPTION+3** or **OPTION+4** to access different Marine weapons.

All Weapon Recharge: Hold **OPTION+1**, **2**, **3** and **4** at the same time.

Code 2

This code is for Predator, Alien or Marine players. Start the game, press **PAUSE**, then **OPTION**, then **6**, then **1+3** at the same time, then punch in the following code: **B**, **A**, **9**, **A**, **9**, **A**, ✱, **OPTION**, **5**, #, ✱, ✱, **OPTION**, **2**, **OPTION**. This gives you all the functions listed for Code 1, but the main function of Code 2 is that you will never run out of ammo, as the bars will replenish themselves as long as you had something from the start. That is, if you don't have any smart-gun ammo when you activate the cheat, you still won't have any once it's turned on, at which point you must use the ammo replenish function as described in Code 1. Other changes are as follows:

OPTION+A raises you a level in the base. **OPTION+B** lowers you a level in the base. **OPTION+5** toggles Cheat Mode on and off.

BUBSY IN FRACTURED FURRY TALES

Passwords

Level 2—392652
Level 3—458227
Level 4—958936
Level 5—739294
Level 6—184792
Level 7—812615
Level 8—781367
Level 9—126712
Level 10—236721
Level 11—673167
Level 12—792323
Level 13—672328
Level 14—782389
Level 15—672345

CHECKERED FLAG

Night Driving

Go to the Options menu and highlight "Weather." Then press **8**, **4**, **7** and **3**.

CLUB DRIVE

Secret Stage

Choose the "World" option; at the map screen, press **2** and **4** on the keypad. When you return to the main menu, you'll see a new world called "Planet Todd."

Change Camera Angle

During the game, press **6** and **8** on the keypad to get three rows of debug numbers in the corner of the screen. Now try pressing different numbers on the keypad to get different camera angles

CYBERMORPH

Unlimited Special Weapons

Press **OPTION** at the title screen. When the option menu comes up, press and hold buttons **1**, **3**, **5**, **7**, **8** and **9**; you should hear a weird laser-like tone. Now when you find special weapons you can keep them, because they'll never be used up when you fire them.

Sector Passwords

Sector 1: Access Code 1008
Sector 2: Access Code 1328
Sector 3: Access Code 9325
Sector 4: Access Code 9226
Sector 5: Access Code 3444
Secret Bonus Sector: Access Code 6009

DEFENDER 2000

Hidden Game. Plazma Pong

To play a hidden game called "Plasma Pong" (known around the office as *Pong 2000*) just play *Defender 2000* in any game mode until you've earned a score that's good enough for a spot on the high score table. Enter your name as "NOLAN" (after Atari co-founder Nolan Bushnell) and exit; you'll hear a sheep bleating to confirm the code. Now when you cycle through the game modes by pressing **Up** and **Down** on the D-pad, you'll see a fourth choice called "Plazma Pong".

Hidden Game: Flossie's Revenge

As above, play the game in any mode until you've earned a score that's good enough for a spot on the high score table. Enter your name as "OVINE" and exit; you'll hear a sheep bleating to confirm the code. Now go to the *Defender Plus* screen and press **B**; then, at the "Select Play Options" screen, start the game with the **A** button instead of **B**. You'll be playing a twisted version of

Defender Plus in which you control a rocket powered version of Flossie, beloved sheep of *Defender 2000* developer Jeff Minter.

DOOM

"God Mode" (Invincibility)
Start the game and press the **PAUSE** button. Hold down the star button (*****) and press **PAUSE** again. You'll see your character's eyes turn yellow, indicating that you are invincible.
Full Power-Up Charge
Start the game and press the **PAUSE** button. Hold down the pound button (**#**) and press **PAUSE** again. You now have full health, armor, keys, weapons and ammo.
Level Warps
To skip levels, start the game and press the **PAUSE** button. Then hold down the appropriate buttons as shown below to warp instantly to any level you choose.
Area 1: Hold **C+1** and unpause
Area 2: Hold **C+2** and unpause
Area 3: Hold **C+3** and unpause

Area 4: Hold **C+4** and unpause
Area 5: Hold **C+5** and unpause
Area 6: Hold **C+6** and unpause
Area 7: Hold **C+7** and unpause
Area 8: Hold **C+8** and unpause
Area 9: Hold **C+9** and unpause
Area 10: Hold **A** and unpause
Area 11: Hold **A+1** and unpause
Area 12: Hold **A+2** and unpause
Area 13: Hold **A+3** and unpause
Area 14: Hold **A+4** and unpause
Area 15: Hold **A+5** and unpause
Area 16: Hold **A+6** and unpause
Area 17: Hold **A+7** and unpause
Area 18: Hold **A+8** and unpause
Area 19: Hold **A+9** and unpause
Area 20: Hold **B** and unpause
Area 21: Hold **B+1** and unpause
Area 22: Hold **B+2** and unpause
Area 23: Hold **B+3** and unpause
Area 24: Hold **B+4** and unpause

EVOLUTION: DINO DUDES

Turn Off the Timer
At the password screen, press <AC> to clear out the password and enter TIME STANDS. Press <OK> and you'll hear a thunderclap to indicate that you entered the first password correctly. Press <AC> again to clear out the password and enter STILL FOREVER. Press <OK> and you hear a belch to indicate that the timer has been deactivated.
Infinite Dino Dudes
This code is entered in the same way as the timer cheat. At the password screen, press <AC>, enter ONCE DEAD and press <OK>. After the thunderclap, press <AC>, enter TWICE BORN and press <OK> to hear the belch. You now have infinite Dino Dudes
Passwords
Level 10: HARD ROCK
Level 20: LOG PLUME
Level 30: TRIBAL DANCE
Level 40: SOUR BELLY
Level 50: FREE WHEELING
Level 60: SCHOOL ZONE
Level 70: NEVER READY
Level 80: SPACE TO LET

FLASHBACK

"Easy" Passwords
Planet Titan—LETY
New Washington—BOXER
Death Tower—EAGLE
Earth—STKTON
Secret Base—TICKET
Morph Planet I—SUITE
Morph Planet II—PHASER

"Medium" Passwords
Planet Titan—RISING
New Washington—ORDO
Death Tower—PROFIT
Earth—PRIZE
Secret Base—SKAEPS
Morph Planet I—HITTER
Morph Planet II—TWIN
"Expert" Passwords
Planet Titan—RODEO
New Washington—BINGO
Death Tower—LSTED
Earth—DARTS
Secret Base—BUDDY
Morph Planet I—MUS.C
Morph Planet II—SHOGI

HOVER STRIKE

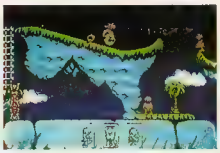
Night Missions
Press **Up+A+B+C+7** simultaneously at any time during game play to turn the current stage into a night mission.
Secret Codes
Each of the following codes works at the Mission Select screen.
• Rotate the globe: Press **4** or **6**
• Jump ahead one level: Press **2+4+6+7+8+9** simultaneously
• Extra Lives: Press **3+6+9+#** simultaneously
• Alternate graphics for external monitor view: Press **C+Right+1+4+5**
• Invincibility: Press **3+4+6+7+Down**
• Secret Bonus Mission Level 1: Press **2+3+6+Up**
• Secret Bonus Mission Level 2: Press **2+6+7+8+Down**
• Secret Bonus Mission Level 3: Press **3+5+6+Right**
• Secret Bonus Mission Level 4: Press **2+5+6+Up**
• Secret Bonus Mission Level 5: Press **3+4+6+7+Down**
Note: To access a secret bonus mission, enter the code, then cycle through the available missions until you see a photo of the game's development team.

IRON SOLDIER

Insane Mode
Press **6**, **8**, **2**, **4** at the Options screen. Now there's a new difficulty setting called "Insane."
Unlimited Firepower
Press **2**, **7**, **2**, **8**, **3**, **7** at the Options screen.
Stage Select/Weapon Select
Press **3**, **7**, **6**, **6**, **8**, **2**, **4**, **2** at the Options screen, then start the game. Now you can choose any level and arm yourself with any weapon.

KASUMI NINJA

Character vs. Same Character
At the Game Options menu, select "Change Code" under the Gore Code option. (If you haven't entered a Gore Code, you must do so before activating this trick.) At the "Please Enter Your Gore Code" window, hold **A+C** on Controller 2 and press **7**, **4**, **3**, **8**, **7**, **1** on Controller 1. A message will appear that says "Wrong code!" but then you'll hear a whooshing sound to confirm that the cheat is in place. Now start the game and you'll find that Players 1 is as tiny as a bug.



Death Moves
Note—All death moves are performed while close to your opponent except for Danja, who must be standing far away. Also, all of these moves are much easier to perform if you hold the **C** (Block) button when doing them.
Alaric: **Forward, Back, Forward, B**
Chagi: **Forward, Back, Forward, A**
Angus MacGreggor: **Forward, Back, Down**
Danja: **Up, Up, Back**
Senzo: **Up, Down**
Habaki: **Back, Up**
Pakawa: **Forward, Down, Forward, Back, Up, Down**
Thundra: **Up, Up, Forward**

PRIMAL RAGE (CD)

Cheat Menu
When the jungle noises start and the title screen starts to appear, quickly press **Right**, **Right**, **Left**, **Left**, repeating the code several times until you see flashes of lightning on the screen. If you can't get the code to register before the demo appears, just press **B**, then **C** to return to the title screen and try again. Once the code is in place, you'll see a new option called "Cheat" at the main menu. "Invis Pause" lets you pause the game without obstructing the screen and "X" gives you "one-hit kills", i.e. the first fighter to hit his opponent will kill him instantly. "Easy Fatalities" should make it easier to do finishing moves.

RAYMAN

Cheat Codes
Each of the following codes must be entered during the animation sequence at the beginning of the game. To enter several different codes, you must enter the first code, then wait for the demo to return to the opening sequence before entering the next, and so on:
50 lives—Press **5**, **1**, **5**, **2**, **5**, **3**.
Access all special abilities—Press **1**, **3**, **5**, **7**, **9**.
See end credits—Press **2**, **5**, **5**, **2**.
Hidden "Breakout" game—Press **1**, **3**, **6**, **4**. Finish the "Breakout" game and you'll be able to play *Rayman* with infinite lives.

SUPER BURNOUT

Turbo Boost
At the title screen, press **1**, **9**, **6**, **7**, **2**; you'll hear a tone to confirm the code. Now start a game using automatic transmission; when your speed maxes out at 175 mph, press the C button for a turbo boost that can send you flying at speeds of over 300 mph
Secret Bike
At the title screen, press **2**, **1**, **7**, **9**, **4**; you'll hear a tone to confirm the code. You now have access to a hidden bike called the Punisher.

SYNDICATE

Cheat Codes
Enter your company name as "WATCH THE CLOCK" to speed up the game clock.
Enter your company name as "TO THE TOP" to start with access to all missions and weapons.
Enter your company name as "ROB A BANK" to start with 100,000,000 in funds

TEMPEST 2000

Level Skip
This trick works in all of the solo Tempest modes: Traditional Tempest, Tempest Plus and Tempest 2000. At the Game Selection menu, choose which version of the game you want to play by placing the cursor next to the correct option. Start the game by holding down **1**, **4**, **7** and ***** on the numeric keypad and pressing **A**. If you've done it right, you will hear a slowed down version of the "Excellent" menu prompt. Once the code is in place, you can skip a level at any time during the game by pressing **OPTION**.
Bonus Stage Warp
First choose the *Tempest 2000* mode at the Game Selection menu and enable the cheat as described above. Start the game with the cheat in place as before, but before you press **OPTION**, hit the **3** and **6** keys simultaneously on the numeric keypad. If you've done this correctly, the words "Warp Enabled" will appear on the screen. Now press **OPTION** to warp to the next between-round bonus level.

TREVOR McFUR IN THE CRESCENT GALAXY

Super Cheats
You'll need two controllers. Press **1**, **1**, **9**, **3** on Controller 1 at the title screen. Start the game and enter the following cheats on Controller 2:
Press **A** on Controller 2 to speed up foreground graphics
Press **B** on Controller 2 to slow down foreground graphics.
Press **C** on Controller 2 to fire the current special weapon without using it up in your inventory.
Press **4** on Controller 2 to become invincible.
Press **OPTION** on Controller 2 to warp to the next stage.

VAL D'ISERE SKIING & SNOWBOARDING

Cheat Menu
Press **4**, **0**, **8**, **5**, **7**, **4**, **1**, **4** at the mode select menu.

WOLFENSTEIN 3-D

Music Test
Press the **#** key on the control pad while the sphere is rotating before the title screen.
Level Select
Put the star next to "New Game" at the main menu screen and hold the **1**, **3**, **7** and **9** buttons on the control pad. The level select menu should appear. Now you can choose any of the game's 30 levels, including the two bonus stages in Missions Three and Six.
Invincibility
Enter **4**, **6**, **6**, **8** to become invincible. You'll see a gold band appear around B.J.'s on-screen health head. Repeat this code to turn it off
Finish and Restart Level
Type **4**, **6**, **9**, **6** to end the current level and restart at the beginning
Level Skip
Type **4**, **7**, **8**, **6** to finish the level you are on and skip to the next stage.
Debug
Type **4**, **8**, **8**, **7** to see the programmers' debugging coordinates on the screen. Type the code again to turn them off.
Full Weapons, Ammo and Keys
Type **4**, **9**, **9**, **6** and you will get the big guns, ammo and keys

ZOOL 2

Skip to Blueberry Hill Stage
Press **7**, **7**, **7**, **4**, **9** at the options screen.
Skip to Tooting Common Stage
Press **8**, **8**, **5**, **6**, **3** at the options screen.
Skip to Snaking Pass Stage
Press **3**, **3**, **6**, **6**, **6** at the options screen.
Skip to Mount Ices Stage
Press **1**, **1**, **9**, **6**, **8** at the options screen
Skip to Mental Blockage Stage
Press **9**, **1**, **2**, **6**, **6** at the options screen.
Make the Bonus Round Appear After Every Level
Press **3**, **1**, **8**, **6**, **7** at the options screen.
Invincibility
Press **1**, **1**, **2**, **7**, **5** at the options screen.
99 Lives
Press **3**, **1**, **9**, **6**, **5** at the options screen.

NES

Resurgence of an Industry

If you got your NES in 1985 or 1986, it probably came with the infamous Robotic Operating Buddy and a set of colored discs for playing *Stack-Up*. Collectors take note: A mint-condition R.O.B. with all of the accessories in the original packaging is not easy to find.

The NES was originally released in 1983 in Japan, where it was called the Family Computer or "Famicom" for short. This photo shows the Famicom with the optional floppy disk drive attached; this peripheral was never released for the American NES console.

When the 8-bit Nintendo Entertainment System was released in North America in 1985, no one could have predicted how it would revitalize the video-game industry and put Nintendo on the map as the world's greatest interactive entertainment company. What many people still don't realize is that tips, tricks and secret codes played a large part in building the word-of-mouth foundation of this machine's success. Sure, there were Easter eggs hidden in arcade, computer and console games from the early '80s, but Nintendo and its army of third-party software publishers were the first to really use secrets to draw players back into games in which they thought they had seen it all.

By this time, the publishing industry had far better tools to disseminate this kind of information. In the early '80s, actual game "screen shots" were rare. Magazines like *Electronic Games* and *Videogaming Illustrated* didn't have the equipment necessary to show step-by-step instructions or specific game techniques. After *Nintendo Power* magazine was introduced in 1988, however, players got used to seeing actual photographs of cheat menus or even maps of entire levels.

Including all of the "unlicensed" software from publishers like Tengen, Camerica and American Video Entertainment, roughly 900 games were released for the Nintendo Entertainment System in North America. Some believe that no game company will ever again dominate the industry the way Nintendo did in the 8-bit days; in 1990, it was estimated that the NES could be found in one out of every three American homes!

This newer model NES was issued by Nintendo in 1994. Though there are only two styles of the outer casing, it is rumored that Nintendo manufactured as many as a dozen slightly different variations of the machine's inner circuitry in an attempt to foil publishers of "unlicensed" games.

1943

Level 23 Password
Enter T Y 1 9 U.

ADVENTURE ISLAND

Continue
Jump right before the "G" sign at the end of Area 1 where you'll find an egg with the Hudson bee in it. After you've picked up the bee, you can continue indefinitely by holding **Left** and pressing **START** when the game is over.
Island Select
First reset the game. At the title screen, press **Right, Left, Right, Left, A, B, A, B**.

ATHENA

Fire Sword, Dragon Helmet, Lion Shield
In Area 1, when you see a small red-spotted mushroom (after the larger spotted mushroom), squat down on it to receive the aforementioned items.

BATMAN RETURNS

Stage Select
Enter the password "Y*31 21 3191 11" When the screen displays the name of the first stage, press

Left and **Right** *on Controller 2* to change the starting stage. With this password in place, you can use controller two to skip around and warp to different stages at any time during a game.

CASTLEVANIA II: SIMON'S QUEST

Defeat Dracula Password
D Y 3 1 L X D Y
W 4 5 X T G J X

CASTLEVANIA III: DRACULA'S CURSE

For each of the following passwords you must enter "STRIDER!" as your name.
Pirate
Enter a whip in the second and fourth spaces on the first line at the top. On the second line enter a heart in the first space. Place a cross in the second and third spaces on the third line, crosses in the first and second space and a whip in the fourth space on the final line.
Witch
Enter a cross in the second space and a whip in the fourth space of the first line. Leave the second line blank. For the third line, place a heart in the second space and a whip in the third. Put crosses in the first and second spaces of the fourth line.
Dracula
Enter a cross in the second space on the first line. Then leave the second line blank, and enter crosses in the second and third spaces of the third line. On the fourth line enter a heart in the first space and a cross in the second space to finish the game.
Start with Ten Men
Type in "HELP ME" at the name screen.

CONTRA

30 Lives
Before the title screen fully appears, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**. This gives you 30 lives per continue for a total of 120 lives. For the two-player game, just hit **SELECT** to choose the two-player mode before pressing **START** to complete the cheat code.

DIG DUG

Stage Select
When the title screen stops, press **A, SELECT** and **START** at the same time.

DOUBLE DRAGON III

Twice the Kick
You must be in two-player mode. Have Billy and Jimmy Lee stand next to each other and use the Cyclone Spin-Kick. Both characters will lock arms, back to back, and the kick will be twice as long and powerful.

DR. MARIO

Flying Item
If you wait long enough on the intermission screen (where the three viruses are sitting on the tree,) an item will fly across the top of the screen. It only works with certain virus level/speed combinations.

Level	Speed	Picture
05	Medium	Book
10	Medium	Chicken
15	Medium	Spray Paint
05	High	Turtle
10	High	Pig
15	High	Witch

DRAGON SPIRIT

Start with 20 Dragons
After the first battle, during the title screen, press and hold **A** and **B** on Controller 2, and then press **START** on Controller 1.
Sound Test
Press and hold **A, B** and **Up** on Controller 2 and then press **RESET**. "Sound Test 00" will appear.

GAUNTLET

Double Power
Start with two characters and let one die. An icon representing the supplies the dead character has left behind will show up on-screen. Move the first player over than icon to retrieve the supplies.

GAUNTLET 2

Exits
If you get stuck or enter a level that has fake exits, you can stand still and wait for all of the walls to become exits. This takes approximately 150 points of health to do. Also, if you have run out of keys, you can stand still for about a count of 100 and all the doors will open.

GHOSTS 'N GOBLINS

Level Select
At the title screen, hold **Right** and press **B** three times, then **Up, B** three times, **Left, B** three times, **Down, B** three times. Use **A** and **B** to choose a

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starting level.

GOLGO 13: TOP SECRET EPISODE

Stage Select
After the helicopter demo ends, enter this sequence as soon as you see Golgo's eyes: On Controller 1, hit **START**. Followed by holding **Left**, **Up**, **A** and **B** on Controller 2, while you hit **Up**, **A**, **B**, then **START** on Controller 1.
Hidden Power-Up
At the start of Act 9 ("Apocalypse Now") jump over a few land mines, then return to the beginning of the stage. You'll find a pack of cigarettes that will refill your health counter.

GYRUSS

30 Free Ships
At the title screen, enter **A**, **B**, **Right**, **Left**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up**.

THE IMMORTAL

Level Passwords
Level 2: 5VYYX10006Y90
Level 3: 5SST121000X10
Level 4: TT85X731001X60
Level 5: 845YV41002X60
Level 6: 650V61000SY0
Level 7: YTTY7710038Y0

JACKIE CHAN'S ACTION KUNG FU

Stage Select
Turn the game on and press **START** repeatedly until you see Jackie Chan sitting down in the first stage. Then press **RESET**. On the title screen you should see five continues. Next, press **Up**, **Up**, **Down**, **Down**, **Up**, **Down**, **B**, **A** on Controller 1; on Controller 2 press **B**; **START** on Controller 1; and, finally, press **B** on Controller 2. You should now have a "1" by the word "start" and 99 continues on the screen. Press **Up** or **Down** to select a starting stage.

JOHN ELWAY'S QUARTERBACK

Open-Field Running
When you have the ball, pick either the "normal" or "reverse" play, and let time run out. If you quickly complete a pass to a teammate, he'll take off, leaving the rest of the players way behind him.

JOURNEY TO SILIUS

Nine Continues/Sound Test
At the title screen, press **B** 33 times and then **START**.

THE LEGEND OF KAGE

1-Up
If you stay in the water of the moat and kill seven ninjas with your sword, a blue creature will fly across the screen. Catch him for a 1-Up. This works in all moat scenes.

THE LEGEND OF ZELDA

Password
Enter your name as "ZELDA" to start the game's second quest, with many of the items and dungeons in different places.

LOW G MAN

Special Warp
Get to the Walker in Chapter 1, Scene 2, freeze it and kill the driver to get in. Then move a few steps to the left and use the Walker's special jump. You'll reach the top of the screen, at which time you should see a ledge. You'll find the door to the warp on this ledge.
Password for Chapter 5, Scene 1
Enter the password "BILL" to reach the next-to-last scene in the last chapter.

MEGA MAN 3

Dr. Wily's Castle Password
This code should be entered using the *blue* ball: A1, A3, B2, B5, D3, F4.
Start with Nine Energy Tanks
Also place a *red* ball in A6.
The Best Order in which to Defeat the Bosses
Start with Top Man, then Shadow Man, Gemini Man, Spark Man, Needle Man, Snake Man, Magnet Man, and finally, Hard Man. Defeat each boss with the former one's weapon, except Spark Man. Use the shadow blades on him.
Enemy Freeze
On Controller 2, press **Up** and **A**. You can't move left or right, but you can jump, so make sure you're facing the boss before you start blasting.

METAL STORM

Start on Stage 6-1
Enter "WJ6 JRZK K1B" at the password screen.

METROID

All Weapons and Samus
Enter the password "JUSTIN BAILEY" and fill up the rest of the password with dashes.

MICKEY MOUSECAPADE

Stage Select
Hold **A**, **B**, **SELECT** and one of the following directions on your controller, you'll be able to go to these areas: **Up**=Castle, **Left**=Woods, **Down**=Pirate Ship, **Right**=Ocean.
Start at Last Level
Hit **Up** and **START**.

MISSION: IMPOSSIBLE

Area Passwords
Area 2: HMPR
Area 3: KMVW
Area 4: XDGJ
Area 5: TVJL
Area 6: Q8YZ

N.A.R.C.

High Score and Free Men
On Level 3, get in the car and run over the different bad guys until your money, drugs recovered and rocket bombs reach 99. Then go to the third dumpster and wait for the helicopter, but don't destroy it yet. Jump on top of the second dumpster, and wait for the helicopter to appear, then shoot it down. Helicopter will appear repeatedly. Use all 99 rocket bombs to destroy them, and you will earn a score high enough to get five or six free men.

POWER BLADE

Start on Last Level
Enter the password "77KD1OGJ".

PRINCESS TOMATO IN THE SALAD KINGDOM

Level Codes
Level 2: JQK23TQ
Level 3: D7476TBWN%D1
Level 4: N7H7D%BCD%D9
Level 5: Z%HFBCGJJPJSDT6
Level 6: P8G8H-CCFGH1TGKM3
Level 7: NTWXZWZ234MX76R2M
Level 8: ZBHC9LFHKLM6FQP-KD
Use this order on Minister Pumpkin: stone, stone, scissors, paper, scissors, paper, paper then stone. Also, when fighting the eggplant in front of Minister Pumpkin's room, always face up.

R.B.I. BASEBALL 3

Team Codes
Play as Atlanta: B9JLJWHT4
Play as Oakland: H1HVPOJJ4
Play as San Francisco: OGRTHUPJ4

RENEGADE

Start from Stage 4
While holding **Up** on Controller 2, hit **Down**, **Down**, **Up**, **Up**, **Right**, **Left** then **START** on Controller 1.

SNAKE RATTLE N ROLL

Secret Warp
If you slither at top speed in a straight line through the very first level without being stopped by touching any enemies, you'll just be able to catch a departing rocket ship that warps you to Level 8.

SOLSTICE

Unlimited Lives
During play, press **SELECT** to bring up the select screen, and then input this code: **B**, **START**, **START**, **B**, **B**, **START**, **START**, **START**, **B**, **START**, **B**, **B**, **B**, **START**, **START**, **START**, **B**, **START**, **B**, **START**, **START**, **B**, **START**, **START**, **B**, **B**, **START**, **START**.

SPY HUNTER

Ten Free Cars
Hit **Right**, **SELECT** and **START** simultaneously at the start of the game. When the timer runs out you receive the bonus cars.
Drive on Water
After exiting from a weapons van, pull to the right immediately. You'll be able to drive over water or rough terrain until the road widens out again.

SUPER C

10 Men
At the title screen, enter **Right**, **Left**, **Down**, **Up**, **A**, **B**, then **START**.
Start a New Game with Your Previous Score
Do these at the title screen after you've finished the game. To start with three men and your previous score, press **A**, **B**, **START**. To start with your previous score and previous number of men, press **B**, **A**, **START**.

SUPER MARIO BROS.

"Minus World"
In World 1-2, stand on the horizontal pipe near the exit of the underground area and break the second and third bricks from the right. (You must be a large Mario to do this.) Position Mario at the left side of the pipe, with one foot hanging off the edge. Press **A** to jump up, then press **Right**, being careful not to break the single brick. If you time it correctly, you'll be pulled through the wall to the warp zone. Jump into a warp pipe before the screen stops scrolling and you'll enter the mysterious "-1" world, a never-ending loop of underwater action.

SUPER MARIO BROS. 3

Hidden Room
Get to World 3-9, then make your way to the second pipe (the first one going down.) At the second pipe, you'll notice a white block. Go to the block and squat down. After approximately five seconds, you'll fall through and end up behind the scenery. Now run to the right to enter a hidden room with a warp whistle.

SWORD MASTER

Unlimited Continues
At the title screen, press and hold **Down** and **SELECT**, then press **START**.

TEENAGE MUTANT NINJA TURTLES

Stage Select
Press **Down**, **Down**, **Down**, **Down**, **Down**, **Right**, **Right**, **Right**, **Right**, **Right**, **Right**, **B**, **A**, **START** at the title screen.
Ten Lives per Player
Press **Up**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Left**, **B**, **A**, **START** at the title screen.
Stage Select + Ten Lives Per Player
To combine the two previous cheats, press **B**, **A**, **B**, **A**, **Up**, **Down**, **B**, **A**, **Left**, **Right**, **B**, **A**, **START** at the title screen. Each of the above codes must be entered quickly at the title screen. Also, for a two-player game, press **SELECT** before you press **START** to finish the code

THE MANHATTAN PROJECT

Stage Select
Press **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **A**, **B**, **START** at the title screen; you'll get a cheat menu that allows you to choose a starting stage, change the difficulty, increase your lives and access a sound test. For a two-player game, enter the same code but press **SELECT** before finishing the code with the **START** button.

TROJAN

Continue
Hold **Up** and hit **START** to continue.

XEVIOUS

Free Ship
Shortly after you reach the first set of spinning walls, you'll reach a lake. If you dump bombs into the lake, such as the locations shown in the picture above, a flag with an "S" on it will appear. Flying over the flag will tack on a free ship.
Pass the Initial Andor Genesis Floating Fortress
Wait until your ship stops moving forward. Just before the fortress, hit **START** to pause. Hit **START** again to continue, but instead of sticking around to fight the fortress, you'll be able to move past it.

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TEEN T AGES 13+ CONTENT RATED BY ESRB

PlayStation

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